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AUTHORITY
PLUS A 5-PAGE PUNISHER P.O.V. PREVIEW!
ANNUAL
SUMMER FUN(?) ISSUE
PLUS: POWER PACK ON TV!

STAN LEE PRESENTS
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SALICRUP'S SECTION

It's that time of year again. Already the first few 1991 Marvel Annuals are appearing on sale across America, and that can only mean a few dozen things. The least of which is the results of the MARVEL AGE 1990 ANNUALS Report Card are in, and are reproduced below. As promised in MARVEL AGE MAGAZINE #91, we selected a grader at random for a special surprise. The grader was *Patrick McGilloway* of *Montclair, New Jersey,* and we're sending THE INCREDIBLE HULK MARVEL MASTERWORKS, VOL. 8, personally autographed by Stan (the Man) Lee. Congratulations!

For those of you who didn't participate in the grading process, you'll get a chance to score this year's models. We even provided you a blank report card on page 12 at the end of Peter Sanderson's article covering the '91 annuals. The way this all works is you clip out the blank report card and grade each annual after you read it. (No fair grading annuals you didn't read!) After you've graded all the annuals (or as few as you choose) send the completed Report Card to us at:

MARVEL AGE 1991
ANNUAL REPORT CARD
Marvel Comics
387 Park Avenue South
New York, NY 10016

We'll report the results next year and start the process all over again. We'd love to report that 100% of you loved each and every annual but that wouldn't be true, and it's more important to us to know what you're really thinking. Your feedback is incredibly valuable and since annuals don't traditionally run letters pages (Hey, Tom and Mark — why don't we run letters pages in annuals anyway?) this is an easy way to garner your reactions. Thanks to everyone who responded last year, it is appreciated! So without any more of that ado stuff, let's get to the results of the MARVEL AGE 1990 Annual Report Cards:

SUMMER ANNUALS REPORT CARD RESULTS

	OUTSTANDING	GOOD	FAIR	POOR
SILVER SURFER #3	60%	25%	15%	0%
IRON MAN #11	50%	24%	22%	4%
X-MEN #14	70%	26%	4%	0%
AMAZING SPIDER-MAN #24	66%	24%	7%	3%
PUNISHER #3	73%	17%	8%	2%
SPECTACULAR SPIDER-MAN #10	9%	61%	27%	3%
DAREDEVIL #6	22%	56%	22%	0%
ALF #3	1%	15%	75%	9%
AVENGERS #19	63%	17%	17%	3%
NEW MUTANTS #10	87%	11%	2%	0%
X-FACTOR #5	75%	24%	1%	0%
WEB OF SPIDER-MAN #6	55%	35%	9%	1%
WEST COAST AVENGERS #6	40%	39%	19%	2%
THOR #15	23%	55%	20%	2%
INCREDIBLE HULK #16	66%	22%	2%	0%
FANTASTIC FOUR #23	51%	34%	14%	1%
WOLVERINE #2	60%	36%	4%	0%

Here's a crazy thought, if you're the cautious type you can wait till next year to see how this year's annuals score and then buy all the good ones at back issue prices — if you can find 'em. Maybe not.

Be here next issue when we preview X-FORCE — the blockbuster new mutant title that picks up where the NEW MUTANTS left off. Miss it at your own risk.

— Jim Salicrup
Supreme Marvel Zombie

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MONDO MARVEL COMICS

BLAZE OF GLORY

ITEM! With the phenomenal success of the new and improved GHOST RIDER, it was only a matter of time before Zarathos's earlier adventures were reprinted. In the upcoming ORIGINAL GHOST RIDER RIDES AGAIN! limited series, we'll see the original Roger Stern and Bob Budiansky stories that explored the depths of one of Marvel's most bizarre characters. The series will reprint the final 14 issues of the Ghost Rider's first volume of adventures (issues #68-81), in which we learn the secrets of Zarathos's past, a re-telling of his origin, and many other juicy tidbits!

The 7-issue limited series will be available in the letterpress format, so that Ghost Readers will have an inexpensive alternative to shelling out big bucks for the back issues which have now become hot sellers in specialty shops. Also included in the series will be works by Dave Simons, Joe Rubinstein, J.M. DeMatteis and Don Perlin, plus we'll be treated to the original covers as well! Managing Editor Rob Tokar says "It's a good time for this series to come out, what with everything that's happening in the new series with Johnny Blaze. There'll be two issues presented in each book, in a very affordable format, not to mention that it's a heck of a lot of fun!"

SPIDER-MAN GETS "WEBSTER'S" TREATMENT

ITEM! When did Spider-Man meet the Lizard for the first time? What did Doctor Octopus and Aunt May do for their first date? Who the heck is the Prowler? Over the years, while creating the Web-Head's adventures, we've come to realize that almost every Marvelite out there has questions that he or she is just dying to have answered. Now, after months of back-breaking research on the part of "Gutteral" Glenn Herdling, "Slim" Jim Salicrup, and a team of crack research assistants, the definitive biography of everyone's favorite wall-crawler is ready to hit the stands!

THE SPIDER-MAN SAGA is a four-issue limited series, which chronicles Spidey's adventures from his first appearance in AMAZING FANTASY #15 up through his latest Todd McFarlane adventures. "It's a concise accounting of the life of Spider-Man," said Glenn. "The really great part was going through each and every issue and having all this history laid out in front of me. Spidey is a really busy guy!"

Perhaps the most noteworthy aspect of each 48 page issue is that it covers Spidey's adventures in WEB OF SPIDER-MAN, MARVEL TEAM-UP and SPECTACULAR SPIDER-MAN as well as AMAZING. The series will also catalog the Web-Head's many guest appearances in other titles, and feature cover art by Steve Lightle. What was the most rewarding aspect for Glenn? "I'm one of the few people on Earth who can honestly say they've read every Spider-Man comic book!"

IF I HAD A MJOLNIR —

ITEM! Who says that we keep our Managing Editors so busy that they don't have time to travel the globe? Last summer, our very own MARVEL AGE MAGAZINE colorist Renée Witterstaetter visited East Germany and the Berlin Wall. The experience was the basis of several articles appearing in the newspapers GREENVILLE HERALD BANNER, DALLAS MORNING NEWS, and the MOBILE PRESS REGISTER.

"I stayed with an East German couple and was amazed by the strength of these people. To have to get up at 5 a.m. and have to stand on line for hours to get some milk is a completely alien concept for us as Americans."

"I was able to observe first hand the merging of the two halves of the city. When I visited the Berlin Wall I saw this guy with a hammer smashing chunks off of the Wall. Several people came over and asked the guy if he was selling the use of the hammer, and he said no, they could just borrow it. He said 'Anyone can help bring down the wall.'"

With all that's happening in the turbulent political world of the 1990's, it's good to see people coming together to work things through on their own. You don't always need a super hero.

TOP TEN LIST

This month, our top ten list features the top ten silly names the Hulk has called different super beings!

10. Sword-Girl (Valkyrie)
9. Magician (Dr. Strange)
8. Bird-Nose (Nighthawk)
7. Big-Ears (Abomination)
6. Rock Man (The Thing)
5. Wrinkle-Face (The Collector)
4. Two-Face (The Bi-Beast)
3. Blond-Hair (Thor)
2. Bug Eyes (Psyklop)
1. Carrot-Nose (Man-Thing)

Of course, nobody told the Hulk these were silly names to his face! Anyway, now we'd like to show you the top ten selling Marvel comics for the month of October, 1990, courtesy of Mr. Lou Bank, our very favorite Director of Sales for Direct Market. And the winners are:

1. SPIDER-MAN #5
2. X-MEN #271
3. PUNISHER WAR JOURNAL #25
4. FANTASTIC FOUR #347
5. AMAZING SPIDER-MAN #342
6. X-FACTOR #61
7. NEW MUTANTS #96
8. GHOST RIDER #8
9. WOLVERINE #34
10. MARVEL COMICS PRESENTS #64

ITEM! Many younger Marvelites may not recognize the name Alex Toth, but MARVEL AGE MAGAZINE always strives to broaden our audience's knowledge of comics. Alex Toth is something of a living legend in comics, and Marvel is pleased to have him back. His career has been long and varied, ranging from super hero and war comics to character design on Hanna Barbera's 1967 FANTASTIC FOUR cartoon show (as reported in Andy Mangels' Reel Marvel column last issue). You can find his artwork gracing the covers of our semi-new ZORRO comic, and we hope to be seeing a lot more of Alex's unique brand of storytelling. Good to have you back, Alex!

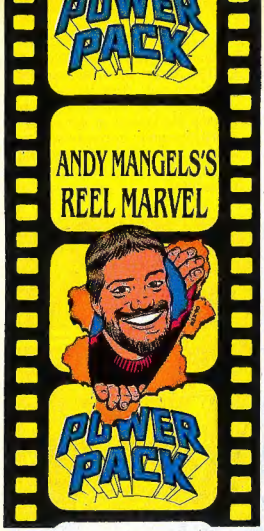
ITEM! Ever want to see your super heroes with a twist? Do you have a hankering for heroes who aren't as smart as they think they are? Did you ever see a guy dressed like a bulldog? Then Epic Comics' THE OLYMPIANS is for you!

The setting is 21st century London, where the government believes that super heroes would provide positive propaganda and make Britain a power to be reckoned with. Unfortunately, the heroes' reckless behavior and irresponsible attitudes have caused a negative backlash with the people. The press has nicknamed the heroes "Olympians" because they behave like they think they're gods, and according to creator Stephen Jewell, have become "an embarrassing political football."

Among the main characters is Bulldog, an inept hero who, as a day job, runs a floundering comic book company. Athena is a super strong Amazon, sick of the other heroes' macho posturing, but is fed up with her own hedonistic lifestyle and secretly wants to become a mother. The cast is rounded out by the Lord Zachari Zubidiah, the chain-smoking leader of the Opposition Popularity Party, who loathes super heroes and has dedicated himself to the task of destroying the Olympians.

"I intend on subverting all the comic book trappings," Stephen said in the Olympians press kit. "Cliches and conventions and pushing people's suspension of disbelief to ridiculous extremes. I'm also determined to resolve all conflict without resorting to all-out battles, although there will be plenty of mindless violence."

The series is edited by Marie Javins, with art by Gary Chaloner and Gary Martin. If EXCALIBUR is to your liking, we recommend you pick up a copy of the OLYMPIANS. You'll be glad you did!



Courtesy of Paragon Entertainment

Jaclyn Holmes, Bradley Machry, and Nathaniel Moreau as POWER PACK.

Welcome back to REEL MARVEL, the column which focuses on Marvel's rich history of television and movie adaptations, both past, present, and future! This issue we're going to discuss the future of Marvel, on television, on film, on video, and even on the stage!

The biggest news is about four of Marvel's smallest heroes: POWER PACK. The Canadian Paragon Entertainment (in association with New World) has wrapped production on the POWER PACK pilot, destined for a possible NBC series slot.

The pilot is a half-hour live-action adventure, with all the human characters from the comic. The kids' origins and alien plots are not set for the series, although the beginning of the show does deal with the outer space issue; as we pan past planets in the solar system on the way to Earth, an alien voice describes how he gave the Power children their powers!

A pack of generally unknown Canadian actors portrays the characters, including: 12-year-old cloud-like Alex (Nathaniel Morea), 9-year-old shrinker Jack (Bradley Machry, a Fred Savage-like actor), 12-year-old speedster Julie (Margot Findley), 6- year-old disentegrator Katy (Jaclyn Holmes), Mrs. Powers (Cheryl Wilson), and Dr. Powers (Jonathan Whittaker).

In POWER PACK's pilot, the Powers move to a new neighborhood and the kids have trouble adjusting to their new school. When they go to a haunted mansion, they discover that its easy to use their powers, and hence, they should use them responsibly. The show was filmed in December, on location in Toronto.

POWER PACK is said to have had a substantially high budget, although the production company is keeping the amount mum. Jason Brett wrote the pilot, and Rick Bennett directed. Producer of the show is Richard Borchiver (also exec. VP of Paragon) and Creative Supervising Supervisors are Michael Levine and Jason Brett. Paragon hopes to sell POWER PACK from the pilot, to deliver for Fall 1991 as a weekly series. At this writing, NBC has tested the pilot in several markets, expressing strong interest.

The long-awaited CAPTAIN AMERICA has opened in England, and several other places worldwide, but it still has no premiere date in America. Columbia seems to be dragging its heels on this 21st Century film which stars Matt Salinger as Captain America and Scott Paulin as the Red Skull.

THE PUNISHER is finally coming out on U.S. video release, April 25th. At $92.95 retail, however, it's definitely a rental tape. Expect PUNISHER to show up on cable right around Halloween. New World International has announced PUNISHER II in industry papers, but Dolph Lundgren's publicists say he's not going to be in it. It now appears PUNISHER could be an ABC television series, if negotiations continue to go well.

In case you've got a hankering to see Stan Lee on screen, look for Triumph's THE AMBULANCE (limited release, then video). Larry Cohen directed and wrote this R rated film which stars Eric Roberts as Josh Baker, a comic book artist who's caught up in a weird plot with an ambulance that never arrives with

its patients at a hospital . . . it goes straight to the morgue! Stan Lee plays Baker's boss, a comic book publisher/editor, in what some critics are calling "a nice guest role." As to who really did the comic artwork seen in the film . . . that's a secret for now.

Back in my column in MARVEL AGE MAGAZINE #97, I listed Jeff Donnell as the "man" who played Aunt May in the 1977 SPIDER-MAN pilot film. Although it sure looked like a woman to me, several reference books said it was a guy. Don Thompson, co-editor of the COMIC BUYER'S GUIDE, has corrected me and shed some light on the subject. Jeff Donnell is indeed a woman, whose given name is Jean Marie Donnell. Among her other roles were THE COMIC, GIDGET GOES HAWAIIAN, and TORA! TORA! TORA! My apologies to Jeff, and my thanks to Don for catching — and correcting — my error.

Although rumors of a new SPIDER-MAN television series for ABC seem premature, and the 21st Century SPIDER-MAN film is tied up in legal red tape (worse than Doc Ock's arms), there was a Japanese Spider-Man (direct translation "Supaidaman") which ran on TV Tokyo from May 7, 1978 through March 14th, 1979. There were 41 total episodes, produced by the Toei Company. If any reader has information, pictures, or videos of the series, please write me so that I can inform Marvel fandom at large (even a lot of Marvel staffers are curious about this one!)

Meanwhile, work continues on the Spider-Man musical arena show (to guest-star Captain America). Most of the songs are finished, the script is done, and we'll give you more news later on when or how this will be out.

Bill Bixby has started work on the next INCREDIBLE HULK production, tentatively titled REBIRTH OF THE INCREDIBLE HULK. The tele-film is without a home currently; it will not be on NBC like the last three films. ABC and CBS are negotiating for it.

Green means green (as in skin and money) where a potential SHE-HULK project is concerned. Although very little is known, a poster at the American Film Market had a stunning Brigette Nielsen as the SHE-HULK for a potential tele-film. Negotiations are underway at this time, and more information will be available later.

A new script is being written for IRON MAN, a Universal feature film to be directed by none other than THE RE-ANIMATOR's Stuart Gordon! Roy Thomas is being discussed as the new screenwriter, after an earlier two drafts didn't work out. Comics legend Neal Adams is doing the concept artwork for the film, which Gordon says will be "very faithful to the comic." Gordon is, himself, a comics fan from way back, and even directed the stage play WARP, which was later a First Comics series. The earliest IRON MAN could go into pre-production would be the end of the year, and we'll keep you updated. Meanwhile, Shelly Duvall's Think Entertainment is working on a proposed DAREDEVIL TV series for Fox.

On the Epic side of things, Moebius's AIRTIGHT GARAGE is in pre-production as we speak, set for an animated film in 1994. Moebius and Randy Lofficier wrote the screenplay, but the real story is in the production. The movie is to be produced by the North American Trading Company and Starwatcher Graphics Inc., under the reins of producer Renat Zinnurov, a Russian emigre. The animation for the film will be completed in the Soviet Union, by SoyuzMultfilm of Moscow.

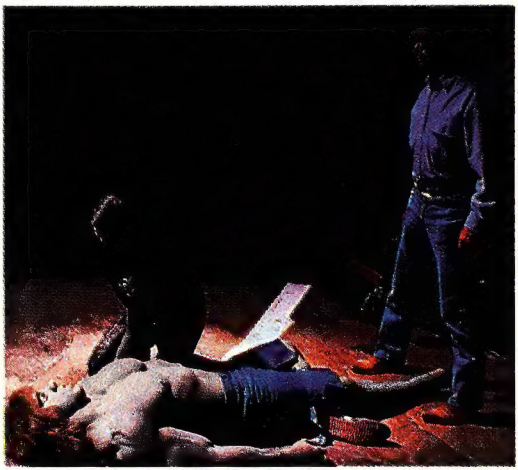
Slyvan Despretz, late of Neal Adams' Continuity Studios (and storyboarder for Ridley Scott and Michael Jackson), will be storyboarding the film over the next few months. He'll be working approximately 1200 frames for the 100-page script—higher than a live-action film's storyboards, but low for most animated films.

The voices, soundtrack, and sound effects are planned to be recorded near the end of 1990, utilizing no big-name talent. Instead, the producer is talking to well-known science-fiction, horror, and fantasy actors to lend their voices to the screen. A voice director from Disney is overseeing the soundtrack, before production begins in early 1991.

The AIRTIGHT GARAGE's main plot concerns Major Grubert's world being invaded, requiring him to go on a quest to recover the world from his enemies. The main characters and elements of the graphic novel have been kept, but most other elements have been changed. Jean-Marc Lofficier promises that the movie's mythos will be no more complex than that of STAR WARS, but more complex than STAR TREK's.

Also, Moebius's BLUEBERRY is in pre-production from Intermedia Films, advertised recently with the tagline "He's the toughest man in the West. Just don't call him by his name." Despite reports that Walter Hill was set to direct this western thriller, no one at Intermedia knew about it. Currently, the company is waiting for the final screenplay by Philip Wohlstetter and Coby Sheldt, before filming starts in Mexico at year's end. The big-budget film is likely to be made under the French-Mexican co-production treaty, and top name directors and stars are planned. The story takes place in the post-Civil War time period at the dawning of America's Industrial Revolution. Moebius has no involvement in the film other than licensing the company his character.

Hope this news will whet your appetite for a Marvelous future. Next month, we'll take a look through the Eye of Agamotto back at a certain DR. STRANGE movie of 1978. Plus, we'll talk with Peter Hooten, the man who was Doctor Strange! Please write in and let me know what shows you'd like to see covered in this column. We'll see you next issue, with cloaks of levitation on, right here at REEL MARVEL!



THE DEATH OF THE INCREDIBLE HULK.

epic-grams

SOMETHING FUNNY IS GOING ON

Every month around here, on odd days, Epic executive editor Carl Potts, keeper of the six-inch-open-door policy, is known to close the door those last few inches, without a word. Between the moments of curious, ominous silence that follow, augmented by the bubbling of his office aquarium, can be heard periodic, shattering outbursts of . . . laughter.

Rumor has it that these spontaneous giggle breaks are the direct result of—and perhaps the cause for—the expansion of the Epic humor line! Over the next few months, We'll be presenting an expansion of some old favorites, as well as presenting some new editions that will quickly become favorites—all destined to make Epic an imprint to be laughed at.

We mean that in a good way.

WHO KNEW, GROO?

Of course, any serious talk of funny business at Epic *has* to include a line or five hundred about SERGIO ARAGONÉS' GROO THE WANDERER! This, the first and longest running of Epic's humor line, is due for some major expansions in the coming year. Beyond the cosmetic changes of a new logo by the ever-innovative letterer Stan Sakai, and the dramatic expansion of the calamitous cast of characters, Sergio and co-conspirator Mark Evanier will soon be sending our favorite bumbling barbarian an even-more-epic-than-Epic adventure!

Beginning with the cataclysmic (and catastrophic) 80th issue of GROO THE WANDERER, Groo will meet and become part of THE LEGEND OF THAIIS. A spritely young warrior woman with a strong sword arm, one eye for adventure, and the other out for a certain hunk-ly, chunk-ly, wandering hero. This major development in the life of the wayward wanderer is sure to have major repercussions—to go with the major percussions that resound whenever Groo is around.

NEW GROO REVUE

To top that off, a second Groo Trade Paperback, THE GROO BAZARRE, will be out by mid-year, reprinting Groo's early adventures under the Epic imprint. This second volume will feature GROO THE WANDERER #4 thru #7, complete with some new art by Sergio, and the usual Groo-vy textual titillation by Mark Evanier.

NEW GROO GN TWO (TOO)!

And last, but first out to you, Groo has also stumbled his way into and through his second Graphic Novel, THE LIFE OF GROO; a great companion volume for the hilarious THE DEATH OF GROO graphic novel, which is now in its third printing! THE LIFE OF GROO is presented in full color by Tom "please don't make me color this, it's driving me crazy with all the little details and the soldiers and please let me out I want to see the sunlight again" Luth, who was sure we weren't going to mention him. It will chronicle the as-yet-untold story of the miscellaneous mendicant's early years as a small, youngish, baby child-type kid. You know, his intellectual period.

©1991 Sergio Aragonés

©1991 John Carnell & Andy Lanning

SLEEZE, IF YOU PLEASE

Also in the works this year is a project from merry old England that raised more than a few eyebrows last year. We speak, of course, of the highly irreverant, rollickingly rebellious team of futuristic private dicks, THE SLEEZE BROS.!

They're back, and this time they're not pulling any punches in their new Graphic Novel, SOME LIKE IT FRESH. In this bizarre, distopian world of over-population, over-mechanization has led to over-pollution, which will cause a lot more problems before it's . . . well, *over.* In this future there is one main drug of choice—clean, pure, uncut *air*—which will lead some men to dire—and distinctively dopey—action. Look for new heights of depth in this spectacular story with art by Andy Lanning and script by John Carnell. Desperate times call for desperate measures — and calling on the Sleeze Brothers is about as desperate as you can get!

DON'T TOUCH THAT DIAL

Looks like that's all we have room for this time out—next, there'll be more previews of the upcoming hilarity under the sign of the little "e." Sneak peeks at a little knock-your socks off anthology in the tradition of EPIC ILLUSTRATED. It's a robust, full bodied title full of the best humor and parody in comics today—from all over—known affectionately as EPIC LITE (no filler, in great taste!).

Be there, or we'll talk about you!

STAN'S SOAPBOX

Hi, Heroes,

For this month's scintillating little sermon I'd like to explore the world of comic books! (Well hey, you knew I wasn't gonna talk about brain surgery! I never discuss a subject whose text books don't have dialogue balloons!)

Most civilians (meaning anyone who isn't in the comic book biz) think that all we do in the hallowed halls of Marvel, is produce an endless stream of merry little magazines. Well, that supposition is at least half-right. We *do* produce our magnificent, much lauded masterworks. But, how many of you know about the strange, exotic *other* things we do?

For example, did you know that we have an entire department that does nothing but work with manufacturers who want to make toys, games, clothes and a million different kinds of assorted novelties based on our Marvel heroes? Each new day we get a kaboodle of phone calls from people all over the world asking us to use Marvel's name and characters on their products. Well, someone has to deal with those estimable folk, with those countless manufacturers who are smart enough to know how popular the Marvel characters are and how their image will help sell virtually any product. And that someone is Amiable Alan Gordon, our Maharajah of Merchandising, and his Licensing Department commandos!

And how about subscriptions? Do all you thousands of subscribers, living all over the planet, ever consider how much work goes into handling the zillions of comic books we have to mail to frantic fans throughout the world? They've got to be mailed on time, they have to arrive in good condition, they've got to be sent to the right address, (and this is the worst part, from your point of view) they've got to be correctly billed so that we can afford to pay for our tons of postage stamps, as well as paying for the sensational services of Canny Kathy Beekman, Sultaness of Subscriptions, and her stalwart staff of meticulous mailing-persons.

But hey, we've still only touched upon the tip of the iceberg! How do you think our peerless publications get to your dealer every month, enabling him or her to bestow the rich rewards of Marvel's luminous literature upon the eternally grateful masses? It doesn't just happen by accident! (Only *some* of the time!) It takes the coordinated efforts of the far-flung staff of Lovable Lou Bank, who's in charge of supplying your friendly neighborhood comic book stores with our babblin' Bullpen's titanic titles; plus the militant minions of Jaunty Jim Sokolowski, who makes sure that all newsstands and supermarkets will never be without their cherished supply of Marvel's immortal epics!

And, have you ever thought of this? Not only does Marvel have the most talented Bullpen in the known galaxy but, like all geniuses, they're also the most voluble, argumentative, temperamental and opinionated gaggle of guys and gals this side of the Renaissance! As you might imagine, it takes a masterful miracle worker with dazzling diplomatic skills to deal with this gang of wacky wunderkinds; and luckily we have such a peerless personage, in fact, we've got a pair of them. One is our up-front lovable leader of the pack, Titanic Tom DeFalco, the Baron of the Bullpen. The other is our quiet though quixotic, behind-the-scenes pundit of publishing services, Merry Mike Hobson, who miraculously manages to keep his cool while precariously perched atop Marvel's ever erupting creative volcano!

I could go on and on, but I've given you enough names to remember for one lesson. The foregoing was just to whet your appetite. When you least expect it, I'll hit you with still more of our big guns, Bullpen giants such as Gentleman Jim Galton, our globe-trotting, ever estimable Co-Chairman of the Board and titan of the tennis courts; Merry Terry Stewart, our pandemonious President with the silky southern drawl and the colossal collection of classic jukeboxes; Joltin' Joe Calamari, our fabulous, feisty master of the deal, who juggles countless contracts and spearheads a myriad of mammoth projects for the good of Marvel and the entire civilized world!

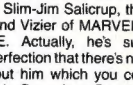
By now I'm sure you get the point. There's a lot more to comics than just writing the words and drawing the pictures. (Although, let's face it, without those words and pix there wouldn't be anything for the other guys to do!)

You know, I just had a harrowing thought! Here we are, nearing the end of our valorous visit, and I haven't once mentioned Slim-Jim Salicrup, the garrulous Grand Vizier of MARVEL AGE MAGAZINE. Actually, he's such a model of perfection that there's nothing to say about him which you couldn't simply find in Genesis or Revelations. (And if that doesn't get him to renew my Soapbox contract, I give up!)

Well, that's a wrap, True Believer! All that remains to do is to hit you with our latest little gem of wisdom, "Ab uno disce omnes," though I'm sure you already knew it by heart!

Excelsior!

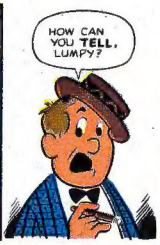
Stan Lee



WILLIE LUMPKIN

STAN AND DAN'S CLASSIC COMIC STRIP FROM THE FABULOUS FIFTIES

1991 by Stan Lee and Dan DeCarlo



SUMMER 1991 ANNUALS

With the onset of warmer weather and brighter skies, among other things, it's time once again for the yearly parade of Marvel Annuals, those sixty-four page extravaganzas featuring Marvel's most popular stars. This year's crop includes the very first annuals for three of Marvel's newest series, THE NEW WARRIORS, NAMOR THE SUB-MARINER, and GUARDIANS OF THE GALAXY; not to mention the very last annual for the NEW MUTANTS, who are soon to reappear as X-FORCE. Like 1990's crop, the annuals come in sets of three or four, with storylines crossing over from one to the next within each group. Not all of the details have been nailed down at press time, but each promises to be a special event. In fact, each set could easily deserve a MARVEL AGE MAGAZINE feature all to itself.

THE VON STRUCKER GAMBIT

The first three annuals, DAREDEVIL, PUNISHER, and CAPTAIN AMERICA, tie directly in with current developments in NICK FURY, AGENT OF S.H.I.E.L.D. and DAREDEVIL, in which Fury's archnemesis Baron Wolfgang Von Strucker has returned from a seeming death to rebuild the secret society of HYDRA into a threat to the entire world. Three superhuman beings escape from HYDRA's laboratories, and it's up to Fury and company to capture them. As if that weren't enough, HYDRA has sent bounty hunters after these beings, so they can be destroyed before Fury can learn anything from them. Each annual pits a different costumed hero against a particular HYDRA genetic creation.

In "Crippling Death," the lead feature in DAREDEVIL ANNUAL #7, Daredevil fights Anubis, a half-human, half-jackal creature who can control or kill you with its touch. Equally dangerous is the Crippler, a sadistic HYDRA bounty hunter/vigilante, who also appears in the issue's back-up story featuring DD's pals, the Fatboys (no relation to the rappers!) Both stories

are written by Gregory Wright, with the feature story drawn by Ron Garnee.

The story continues in "Cutting Edge," featured in PUNISHER ANNUAL #4, plotted by Dan Chichester and Gregory Wright. The Punisher meets Guillotine, another bioengineered HYDRA agent, whose body is covered with blades that can cut through virtually anything.

The last in the trio, the wolf-like Romulus, comes up against Captain America and Nick Fury in CAPTAIN AMERICA ANNUAL #10 in "The Von Strucker Gambit," written by Dan Chichester and penciled by Mike Manley. Regular CAP writer Mark Gruenwald contributes two back-up features spotlighting Sidewinder and Bushmaster of the Serpent Society, and Fabian Nicieza contributes a short Nomad tale. By the way, the CAP and DD annuals each feature cover art by Mike Mignola.

THE KORVAC QUEST

The next set of annuals follow up the new Avengers trade-paperback, THE KORVAC SAGA, in which Michael Korvac, a cyborg from the far future stole cosmic power from Galactus and re-created himself as a god-like being. Intent upon imposing order—his order—on the universe, he used his inconceivable might to slay an entire contingient of Avengers and the Guardians of the Galaxy. When Korvac lost faith in his quest, he returned his enemies to life, and seemingly committed suicide in utter despair.

As you might imagine, Korvac didn't really give up that easily, and that paves the way for what we'll call the cosmic set of Marvel annuals, which appear in late April and May.

It all starts in FANTASTIC FOUR ANNUAL #24, written, penciled and inked by Al Milgrom, which reveals that as Korvac "died" he sent his cosmic power outward through time and space to seek out his ancestors. Remember, Korvac is from the future, and has a whole set of ancestors who haven't even been born yet! His plan is to change history so that he will be reborn with his full power instead of having to steal it from Galactus, then continue his plan to conquer the cosmos. The FF and the Guardians find Korvac's ancestor in this issue.

The quest to thwart Korvac leads the Guardians into the THOR ANNUAL #16, in the feature "The Future Dies Now!" by Tom DeFalco and Herb Trimpe. The Guardians travel to the 26th century, in which an earth man named Dargo is the new Thor (as seen in THOR #384, one of Tom's first issues as scribe of the Thunder God). Together, Thor and the Guardians battle another of Korvac's relatives, who has been struck by a beam of Korvac's cosmic power!

The end of the Guardian's trail comes in GUARDIANS OF THE GALAXY ANNUAL #1, which finally brings us to 2977 A.D., the year of Korvac's birth. If the heroes don't succeed, history will repeat itself for

the worse! Also featured is a surprise guest star! As you might expect if you're a regular GUARDIANS reader, the future versions of Marvel heroes are often radically different from their modern day counterparts!

KINGS OF PAIN

The prolific Fabian Nicieza is the writer of "Kings of Pain," the major story-line in this years' mutant annuals. This epic brings back Proteus, one of Marvel's most powerful mutants and son of long-time X-Men ally Moira MacTaggert. A being comprised of pure energy, Proteus takes over the bodies of his victims (including his own father!), rapidly burning them out and moving on to the next. His most horrifying power is his ability to alter the laws of reality, enabling him to do virtually anything he desires. Proteus terrorized Scotland in X-MEN #125-128, before being (apparently) destroyed by Colossus, but that trick didn't work with Korvac either, did it?

Now, two different groups are out to resurrect Proteus, each for its own malevolent reasons. Eventually, four mutant teams become involved: The New Mutants, New Warriors, X-Men and X-Factor. Also entering the fray are the Mutant Alliance of Evil, the genetic research company Genetech, the sinister A.I.M., and two new mutant characters, Harness and Piecemeal.

THE NEW MUTANTS ANNUAL starts things off with "Pawns of Sentience," with art by Guang Yap and Dan Panosian. NEWWARRIORS ANNUAL #1 features "Errant Knights," with art by regular artists Mark Bagley and Jeff Albrecht for part two. Tom Raney pencils chapter three, "Queens of Sacrifice," in X-MEN ANNUAL #15, and the finale, "King of Pain," in X-FACTOR ANNUAL #6, has art by Terry Shoemaker and Al Milgrom. The titles' chess motif is no accident, as there are two mystery characters competing with each other throughout the story, whose identities won't be revealed until the end.

"The Killing Stroke" is a back-up storyline that runs through all four annuals. Also written by Fabian, this story depicts the final case of Freedom Force,the federal government's team of former mutant criminals, as they become involved with the recent war in the Persian Gulf.

Other back-up stories in X-MEN related annuals include "Tribute to the Bird," by Peter David and Guang Yap. This is the third in a series of stories Peter began in last year's annuals, and deals with Freedom Force members Mystique and Destiny. Artie Maddicks and Taki of the X-TERMINATORS series appear in a NEW MUTANTS back-up.

THE VIBRANIUM VENDETTA

The SPIDER-MAN annuals are all written by AMAZING's regular scripter David Michelinie. The story begins in AMAZING SPIDER-MAN ANNUAL #25, which guest-stars the Black Panther and Tony Stark. Some of Iron Man's old adversaries figure strongly in this storyline, when the mysterious

saboteur known only as the Ghost attacks the malevolent oil conglomerate Roxxon. The Panther's presence is significant since the conglomerate has discovered a process to artificially create vibranium, the vibration-absorbing metal found in the Panther's African kindgdom of Wakanda. As the tale continues through SPECTACULAR and WEB's annuals, Spider-Man will have to fight not only the Ghost and Sunturion, but the virtually indestructible Ultron, the living robot!

SUBTERRANEAN WARS

Finally, the AVENGERS storyline chronicles the planet-wide war of which the people of Earth are completely unaware. That's because it takes place in the strange underground world of Subterreanea. From the very beginning of Marvel history, this underground realm has been filled with sinister figures who have menaced the surface world time and again. Debuting in FANTASTIC FOUR #1 was the Mole Man, the nearsighted mastermind who commands vast armies of subterraneans and gigantic monsters.

In HULK #5 came Tyrannus, the mad emperor from ancient Rome, who discovered an underground fountain of youth and thus was able to live to the present day, and plotting to make the surface world his new empire. He also rules a race of subterraneans willing to wage war on his command. Likewise, the Iron Man saga in TALES OF SUSPENSE introduced us to Kala, Empress of the Netherworlders, an underground civilization descended from Atlanteans who survived the Great Cataclysm that sank their continent thousands of years ago.

The Mole Man and Tyrannus have been slugging it out for years, since way back in TALES TO ASTONISH #80-81! Since then their battles have continued through the pages of THE X-MEN, INCREDIBLE HULK and THE FANTASTIC FOUR.

Let's not forget Grotesk, the prince of a race of subterraneans. After seeing his people wiped out by nuclear tests from the surface men, he vowed to exterminate all humanity. Or how about the Lava Men, who've been battling Thor since JOURNEY INTO MYSTERY #97? They're demon worshippers who can create great heat and control the flow of volcanic lava. Finally, there are the Deviants, from Jack Kirby's ETERNALS series, a divergent human race who ruled the Earth before the sinking of Atlantis and long to do so again.

The storyline begins in the AV-

ENGERS annual, when the team is alerted by the Lava Men and other Subterraneans bursting through the Earth's surface. After forcing them back underground, the Avengers learn that the creatures were actually fleeing a massive war beneath the surface. Longtime enemies Tyrannus and Mole Man have joined forces with Grotesk to fight off an army of mutate monsters.

The Avengers must ultimately contend with the Deviants, who are now headed by what writer Roy Thomas compares to Napolean. This subterranean war sets off major developments for INCREDIBLE HULK ANNUAL #17, NAMOR THE SUB-MARINER ANNUAL #1, and IRON MAN ANNUAL #12. The war reaches its climax in AVENGERS WEST COAST ANNUAL #6. Since this is the last group of annuals to appear, no details on the creative teams have been settled at press time, although I can report that I'll be writing a back-up feature about the history of these underground creatures for the AVENGERS ANNUAL.

Then there are titles that don't fit into any of these crossovers! The WOLVERINE "annual" is in the bookshelf format so popularly received for WOLVERINE'S JUNGLE ADVENTURE and BLOODLUST. This year's team is writer Peter David and artist Andy Kubert, who come together for the ominously titled REIGN OF TERROR. Let us not forget the PUNISHER SPECIAL, which features four short tales of everyone's favorite vigilante, or the IMPOSSIBLE MAN SUMMER FUN SPECIAL. This lighthearted book, in which the Impossible Man baffles a collection of Marvel's favorite heroes will probably come as a relief after the world-shaking battle royal in all the other titles this year. We hope you enjoy this year's crop. As for us at Marvel, we face another worry: how do we top all these epics next year?

—Peter Sanderson

Below is our 1991 Annuals Report Card. Fill it out and mail it in to us at: MARVEL AGE MAGAZINE, c/o Marvel Comics, 387 Park Avenue South, New York, N.Y. 10016

1991 MARVEL AGE® SUMMER ANNUALS REPORT CARD	OUTSTANDING	GOOD	FAIR	POOR	AWFUL
DAREDEVIL #7					
PUNISHER #4					
CAPTAIN AMERICA #10					
FANTASTIC FOUR #24					
THOR #16					
SILVER SURFER #4					
GUARDIANS #1					
NEW MUTANTS #11					
NEW WARRIORS #1					
X-MEN #15					
X-FACTOR #6					
AMAZING SPIDER-MAN #25					
SPECTACULAR SPIDER-MAN #11					
WEB OF SPIDER-MAN #7					
AVENGERS #20					
HULK #17					
NAMOR #1					
IRON MAN #12					
AVENGERS WEST COAST #6					

NAME _____ AGE _____

ADDRESS _____ ZIP _____

MARVEL® TRIVIA QUIZ

Whether they were called Annuals, Specials, or King-Size issues, the giant-sized epics that greeted Marvel-ites in the 1960's were always a summer highlight as much as they are today. Of course, budgets were limited, and only six Annuals would be released each summer. You knew Spidey and the FF would each receive an Annual, but what about your other favorites? DD? The Hulk? Sgt. Fury? Each summer, you'd root for one special hero to receive that king-size, Annual treatment. Well, that suspense is over, but there's more suspense below, as we ask twelve questions about unique Annuals of the past! (And if the suspense proves too much, check the answers on page 32!)

—Brian Nelson

1. The "Days of Future Present" series of 1990 Annuals introduced a major new foe for the mutants, whose name was inspired by the villain in which classic novel?
   A) CRIME AND PUNISHMENT
   B) MOBY DICK
   C) THE HUNCHBACK OF NOTRE DAME
   D) FEAR OF FLYING

2. Which woman was captured as one of the Seven Brides of Set in the "Atlantis Attacks" crossover Annuals?
   A) Hellcat
   B) Andromeda
   C) Moondragon
   D) Mary Parker

3. Whose powers were altered in the Annual crossover epic, "The Evolutionary War"?
   A) Cloak
   B) Daredevil
   C) Dani Moonstar
   D) The Comics Code Authority

4. Which big event occasioned an Annual that was released with two different covers?
   A) The wedding of Reed and Sue
   B) The wedding of Peter and Mary Jane
   C) The wedding of Wanda and the Vision
   D) Forbush Man becoming the MARVEL AGE MAGAZINE mascot

5. THOR ANNUAL #12 introduced the Thunder God's half-brother:
   A) Tiwaz
   B) Hugirin
   C) Vidar
   D) Huck Finn

6. INVADERS ANNUAL #1 not only tossed Cap, Namor, and the Human Torch against three time-traveling Avengers, but also reintroduced what animalistic villains?
   A) The Condor and the Octopus
   B) The Shark and the Hyena
   C) The Fox and the Crow
   D) The Coyote and the Road Runner

7. In which Annual was the President of the United States saved from being remembered forever as a bozo?
   A) MAN-THING ANNUAL #1
   B) DEFENDERS ANNUAL #1
   C) HOWARD THE DUCK ANNUAL #1
   D) OBNOXIO THE CLOWN ANNUAL #1

8. Which team enjoyed a crossover tale with the Thing in the first MARVEL TWO-IN-ONE ANNUAL?
   A) Cutlass and Typhoon
   B) The Liberty Legion
   C) The Teen Brigade
   D) Milli Vanilli

9. In AMAZING SPIDER-MAN SPECIAL #5, Peter Parker discovered that his parents had been double agents spying on:
   A) SHIELD
   B) The Yellow Claw
   C) The Red Skull
   D) Rob Lowe

10. Franklin Richards enjoyed a healthy birth in FANTASTIC FOUR SPECIAL #6, after the male members of the FF dealt with.
   A) Annihilus
   B) Psycho-Man
   C) Quasimodo
   D) The Gerber Company

11 Hercules made his first appearance in which Annual?
   A) THOR ANNUAL #1
   B) AVENGERS ANNUAL #1
   C) JOURNEY INTO MYSTERY ANNUAL #1
   D) BICEPTS AND PECTORALS ANNUAL #1

12 Which comic, still being published today, began as an Annual?
   A) WHAT IF
   B) SILVER SURFER
   C) MARVEL TALES
   D) THOMAS THE TANK ENGINE AND FRIENDS

CONVENTION CON-FUSION A CONVENTIONAL SUMMER

Check it out! We got WOLVERINES here, only a dollar! Check it out! We got your McFarlanes, right here. Check it out! We got Jim Lee X-MEN, half-price, today only. Everything must go!

These are just a few of the colorful phrases that can be heard at a typical comic book convention. If you've never been to a convention, you really owe it to yourself to check one out. They're a great chance for fans to mingle with the pros, get to know each other, and search for those elusive back issues.

A word of caution—if you decide to go to a convention, start saving your money! You're going to wish you had more, once you check out the dealers' room!

A dealers' room has lots more to offer than just comics! You'll also find books, toys, games, trading cards, action figures, and other oddities. Truly it can be said, you can find things at a convention that you wouldn't find anywhere else! Conventions are not just centered around comics — usually you can find plenty of science fiction merchandise available, including items from your favorite movie and TV shows.

Even if you don't have a lot of money, a walk around a dealers' room can be a lot of fun. You'll find things you never even knew existed—things you never realized you needed until you see them for the first time—and then you just have to have them! (After all, how can you live without that genuine 1971 PLANET OF THE APES jigsaw puzzle?) Of course, you'll also get the chance to fill in any holes you may have in your comics collection. Some of the dealers are even willing to haggle a little. Remember, you don't always have to pay the price marked on the comic. Everything in life is negotiable!

In between trips through the dealers' rooms, you may wish to relax by taking in an event. Many conventions offer a full program of events, such as art contests, costume contests, debates, and panels, where your favorite writers and artists pick a topic and go at it, hot and heavy! Many conventions also have celebrity guests, such as William Shatner or Adam West.

We here at Mighty Marvel are doing our own part to create truly memorable events that will liven up any convention we attend. Perhaps our most popular one is the Marvel-lympics, which pits fans against pros in silly competitions, that usually involve rolling around on the floor, screaming really loud, or tossing comic books through the air. Another favorite is Marvel's version of the Hollywood Squares, in which Marvel editors answer embarrassing questions about each other, and contestants from the audience must guess if they're telling the truth. The Marvel-lympics and the Marvel Hollywood Squares games will be performed at most of the major conventions this summer.

The art room is a place where many of your favorite artists gather to sell their wares. Here you can pick up a piece of original artwork, perhaps get an autograph, and maybe even a sketch. (Some artists even do sketches for free! But most charge a small fee, anywhere from five to fifty dollars.) But be warned—you may have to wait in a long line to meet some of the more popular artists (Todd McFarlane fans have been known to wait two hours or more to see their favorite Spider-Artist. But good ol' Todd will always try to sign at least one comic for every one of his fans. What a guy!)

Many conventions are held in large hotels, where, if you're so inclined, you can stay for the whole weekend of the con. Most hotels offer special rates for people attending the con for the whole weekend, so you may wish to consider doing this, if you can shell out that kind of cash.

Now that you've finished our crash course in conventions, you may think you're ready to attend your first convention. WRONG! There's still a few things we need to know. After all, we wouldn't want you to go off half-cocked. We have a list of Do's and Don'ts of Comic Conventions. We started to run this list last year in the Bullpen Bulletins Page, but we never got around to finishing it. So here now is the complete and unexpurgated list.

DO: offer us money
leave all firearms at home
wear liberal amounts of anti-perspirant
buy things for Howard Mackie to autograph
check the convention schedule for starting times of all events you wish to see
bring refreshments, preferably baked goods, to give to your favorite Marvel writers and artists

DON'T: expect us to read your plots; we just don't have time during a hectic convention. Please mail them in, instead.
ask us where Todd McFarlane is
have us autograph stuff we didn't do
ask us what's going to happen in books we have nothing to do with
clip your toe nails at our table
ask for directions to the DC Comics table

There! Now you know all you need to know to follow the rules of proper convention ettiquette. Now that you've got all the basics down, you're ready to go out there and play the con game. Here's a list of some of the biggest conventions this summer, ones in which the Marvel presence will be strongly felt:

THE CHICAGO COMICON: June 28-30; For information, write 1219 West Devon, Chicago, IL, 60660, or call (312) 743-4493. Guests include Chris Claremont, Mark Bagley, Tom DeFalco, and Mark Gruenwald.

THE SAN DIEGO COMICCON: July 4-7; For info, write PO Box 128458, San Diego, CA, 92112-8458, or call (619) 491-2089. Guests include Jim Lee, Chris Claremont, Jack Kirby, Fabian Nicieza, and Paul Ryan.

THE ATLANTA COMICS EXPO: July 12-14; Write Box 47696, Atlanta, GA, 30362, or call (404) 925-2813. Guests include Frank Miller, Al Williamson, Mark Bagley, Wayne Vansant, Ted McKeever, Bob Harras, and Terry Kavanagh.

THE DALLAS FANTASY FAIR: July 19-21; Write PO Box 820488, Dallas, TX, 75382, or call (214) 350-4305. Guests include Carl Potts, Mike Rockwitz, Ron Frenz and Rob Tokar.

THE ATLANTA FANTASY FAIR: July 26-28; Write 4175 Eliza Ct., Lithonia, GA, 30058, or call (404) 985-1230. Guests include Bob Budiansky, Renee Witterstaetter, Alex Saviuk, Mark Bagley, and Marie Javins.

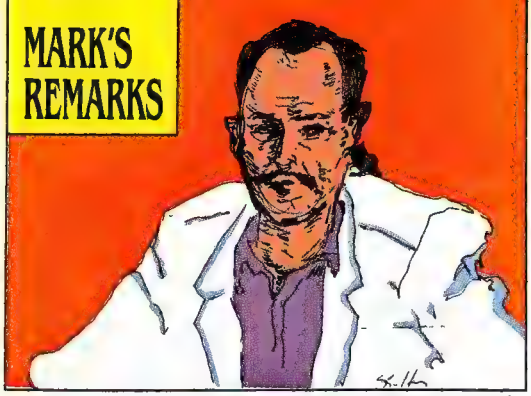
So there you have it. Your complete guide to this summer's big conventions. We hope everyone will get to attend at least one. But if you youngsters out there go, make sure you bring your parents.

That way you can look 'em right in the eye when you say, "But Dad—I NEED that incredible Hulk piggy bank! And that rare, first printing of NIGHT NURSE #1!

But remember, you don't have to bring your life's savings to a con. After all, a convention is not just a place to buy things. It's a place where people who share a love of comics can get together, get to know each other, meet some of the creative people in the industry, and above all else, HAVE A GOOD TIME!

"Big Barrier Reef" Barry Dutter

MARK'S REMARKS



Since the United States declared war on Iraq, I've been getting letters asking me to send Captain America overseas to fight alongside the allied forces. As the writer of Captain America for the past six years, I pondered the various requests. My initial reaction was a panicky "I can't do that" since I'd already worked out the basic storylines for the rest of the year. These storylines weren't as flexible as an observer might expect since the summer biweeklies were the very next thing I had to plot and they required me to concoct a special 6-part storyline, the premise of which I had to give our sales department some months in advance. But I suppose I could have scuttled what I'd worked out in favor of a 6-part Desert Storm scenario.

I ultimately decided not to, and not just because it would have required massive amounts of work to replace what I'd already done, in a very short period of time. The first reason for me was the uncertainties endemic to the war itself. For one thing, no one could say how long it would last. I could see committing to a 6-part storyline running from May through August and then finding out that the U.S. had totally withdrawn from Kuwait well before then.

For another thing, while I am certain that Captain America would support our troops over there, if not our government for sending our troops over there, I believe that the character of Captain America has gone past his World War Two era roots as America's Frontline Super Soldier. He's transcended the warrior in certain respects to become a champion of the American Dream of freedom and the right to try to better one's self. To send him back to basics, as it were, I felt would diminish his symbolic value in certain respects. And were Kuwait to become a situation that could not be resolved quickly and cleanly, Cap's involvement in the war would by necessity not be significant enough to hasten its resolution. (Ever wonder why Cap didn't fight in Vietnam?)

And finally, I have certain problems with letting our fantasy characters tread too closely upon real events, for fear of trivializing the real with our writers' possibly less-than-vast understanding of the various issues involved and the forces at work. I am not saying that there are subjects that cannot or should not be handled in the comics medium. But I am saying that there are subjects that if not handled well will diminish the importance of the subject matter as well as make the writer look shallow and insipid. For this reason, you will never see me do a concentration camp story. My own background and experience are insufficient, in my opinion, for me to treat the subject with the insight and dignity that it deserves. Perhaps you can understand why in the same light I have taken the Red Skull past his Nazi roots and made him embody evil in a more abstract nihilistic manner. The Nazis are real; evil as an abstraction is fantastical. I feel more comfortable dealing with the fantasy-based aspects of evil rather than the reality-based aspects. And what I feel more comfortable with, I write better.

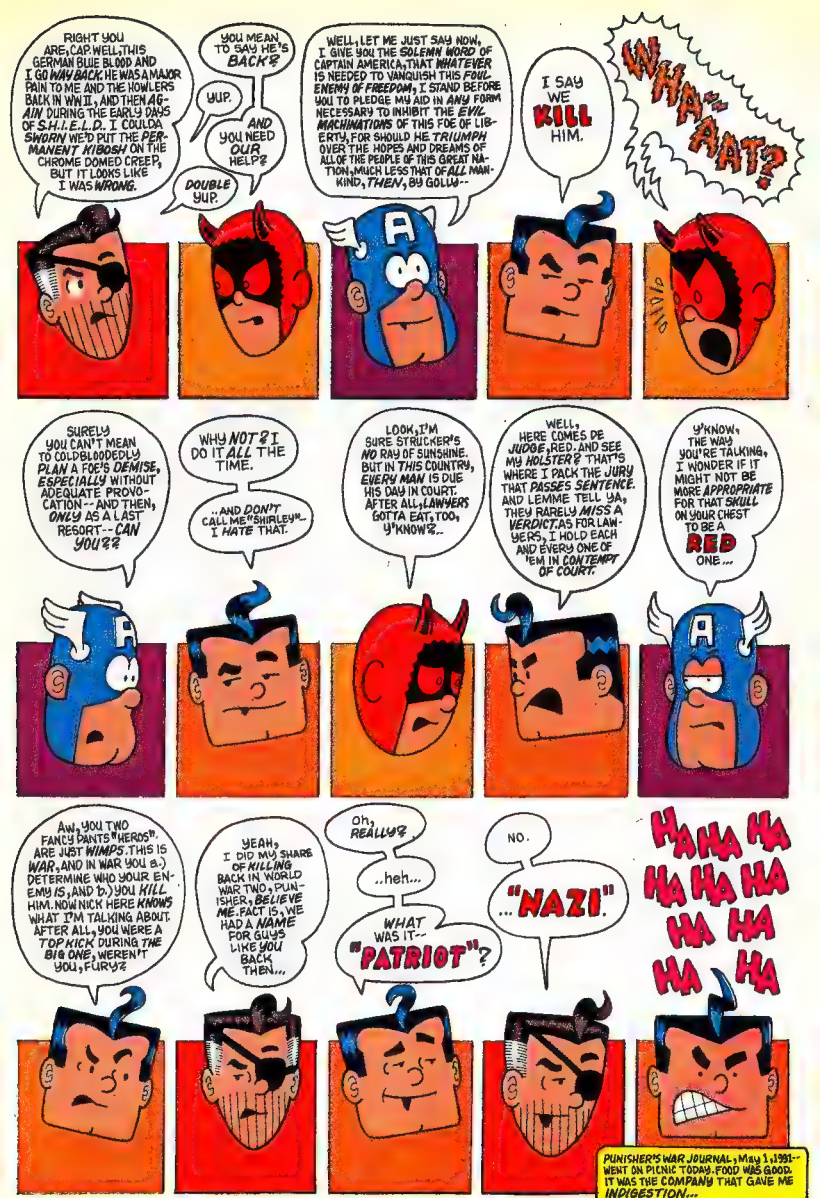
I can't speak for all Marvel's writers and editors, but I don't imagine any of them intend to deal with the Gulf War too directly just yet. In a recent X-MEN, Chris Claremont cleverly inserted an official explanation why super heroes are not allowed in the war zone. Perhaps when the war is resolved, we'll see some after-the-fact now-it-can-be-told tales here and there. I doubt I'll be writing one, though.

At this writing, there is a cease-fire in Kuwait and President Bush has declared an allied victory. I'm certain I won't be the last person you hear or read hoping our troops a safe and speedy trip back to our proud land.

—Mark Gruenwald

Cap and Bucky put Hitler in his place in CAPTAIN AMERICA: THE CLASSIC YEARS.

Hembeck's Summer Fun
THIS SUMMER, WITHIN THE PAGES OF DAREDEVIL, CAPTAIN AMERICA, and The PUNISHER'S 1991 ANNUALS, LOOK FOR NICK FURY TO ENLIST THE AID OF THESE DISPARATE HEROS IN SQUELCHING THE MENACE OF BARON STRUCKER. BUT DID YOU EVER WONDER ABOUT THE BEHIND THE SCENES PREPERATIONS THAT TAKE PLACE BEFORE THE FIRST PUNCH IS THROWN IN THESE SOLSTICE SERIES STRATEGEMS? WELL, WONDER NO LONGER, AS WE TAKE A LISTEN IN ON JUST SUCH A SESSION, TAKING PLACE, APPROPRIATELY ENOUGH, AT A PICNIC IN THE GREAT OUTDOORS...
MMM--MMM!! THAT WAS A MIGHTY FINE LUNCH YOU PREPARED, DAREDEVIL. TRUE, THE SANDWICHES LOOKED LIKE THEY WERE ASSEMBLED BY A BLIND MAN, BUT THE IMPORTANT THING WAS THAT THEY TASTED GREAT!
THANKS, NICK. OVER THE YEARS, I'VE COME TO TRUST YOUR EYE -- SINGULAR -- FOR QUALITY.
I JUST WISH MR. GOURMET OVER HERE DIDN'T FEEL OBLIGED TO SMOTHER EVERYTHING FROM THE SANDWICHES TO CUPCAKES IN RIVERS OF KETCHUP!
HEY, I LIKE RED, OKAY? YOU GOT A PROBLEM WITH THAT? IT SORTA REMINDS ME OF BLOOD...
Sheesh, YOU'D THINK A GUY DRESSED UP LIKE A DEVIL WOULD UNDERSTAND SOMETHING LIKE THAT...
GENTLEMEN, GENTLEMEN--
≡ slurp ≡
I SUGGEST WE GET DOWN TO THE BUSINESS OF BARON STRUCKER?...


RIGHT YOU ARE, CAP. WELL, THIS GERMAN BLUE BLOOD AND I GO WAY BACK. HE WAS A MAJOR PAIN TO ME AND THE HOWLERS BACK IN WW II, AND THEN, AGAIN DURING THE EARLY DAYS OF S.H.I.E.L.D. I COULDA SWORN WE'D PUT THE PERMANENT KIBOSH ON THE CHROME DOMED CREEP, BUT IT LOOKS LIKE I WAS WRONG.
YOU MEAN TO SAY HE'S BACK?
YUP.
AND YOU NEED OUR HELP?
DOUBLE YUP.
WELL, LET ME JUST SAY NOW, I GIVE YOU THE SOLEMN WORD OF CAPTAIN AMERICA, THAT WHATEVER IS NEEDED TO VANQUISH THIS FOUL ENEMY OF FREEDOM, I STAND BEFORE YOU TO PLEDGE MY AID IN ANY FORM NECESSARY TO INHIBIT THE EVIL MACHINATIONS OF THIS FOE OF LIBERTY, FOR SHOULD HE TRIUMPH OVER THE HOPES AND DREAMS OF ALL OF THE PEOPLE OF THIS GREAT NATION, MUCH LESS THAT OF ALL MANKIND, THEN, BY GOLLY--
I SAY WE KILL HIM.
WHA--AAT?
SURELY YOU CAN'T MEAN TO COLDBLOODEDLY PLAN A FOE'S DEMISE, ESPECIALLY WITHOUT ADEQUATE PROVOCATION -- AND THEN, ONLY AS A LAST RESORT -- CAN YOU??
WHY NOT? I DO IT ALL THE TIME.
..AND DON'T CALL ME "SHIRLEY"... I HATE THAT.
LOOK, I'M SURE STRICKER'S NO RAY OF SUNSHINE. BUT IN THIS COUNTRY, EVERY MAN IS DUE HIS DAY IN COURT. AFTER ALL, LAWYERS GOTTA EAT, TOO, Y'KNOW?..
WELL, HERE COMES DE JUDGE, RED, AND SEE MY HOLSTER? THAT'S WHERE I PACK THE JURY THAT PASSES SENTENCE. AND LEMME TELL YA, THEY RARELY MISS A VERDICT. AS FOR LAWYERS, I HOLD EACH AND EVERY ONE OF 'EM IN CONTEMPT OF COURT!
Y'KNOW, THE WAY YOU'RE TALKING, I WONDER IF IT MIGHT NOT BE MORE APPROPRIATE FOR THAT SKULL ON YOUR CHEST TO BE A RED ONE...
AW, YOU TWO FANCY PANTS "HEROS". ARE JUST WIMPS. THIS IS WAR, AND IN WAR YOU a.) DETERMINE WHO YOUR ENEMY IS, AND b.) YOU KILL HIM. NOW NICK HERE KNOWS WHAT I'M TALKING ABOUT. AFTER ALL, YOU WERE A TOP KICK DURING THE BIG ONE, WEREN'T YOU, FURY?
YEAH, I DID MY SHARE OF KILLING BACK IN WORLD WAR TWO, PUNISHER, BELIEVE ME. FACT IS, WE HAD A NAME FOR GUYS LIKE YOU BACK THEN...
Oh, REALLY?
..heh...
WHAT WAS IT-- "PATRIOT"?
NO.
... "NAZI".
HA HA HA HA HA HA HA HA HA HA HA HA
PUNISHER'S WAR JOURNAL, May 1, 1991 -- WENT ON PICNIC TODAY. FOOD WAS GOOD. IT WAS THE COMPANY THAT GAVE ME INDIGESTION...

MANY FACES OF DR. STRANGE®

After a couple of issues break, MARVEL AGE MAGAZINE is pleased to present the return of our MANY FACES OF column. This month, we set our Eye of Agamotto on Marvel's Sorcerer Supreme, Doctor Strange (Stephen to his friends, Steve to the Hulk!).

Not only is the good Doctor (he still makes house calls, we might add) one of Marvel's oldest characters, but he has also been rendered by many of the finest artists in the business.

—Mike Lackey

1. Steve Ditko (STRANGE TALES #118)
2. Jack Kirby (STRANGE TALES #125)
3. Bret Blevins and Kevin Nowlan (DR. STRANGE #69)
4. Marshall Rogers and Terry Austin (DR. STRANGE #49)
5. Jim Starlin (DR. STRANGE #26)
6. Gene Colan (DR. STRANGE #12)
7. Gene Colan and Tom Palmer (DR. STRANGE #177)
8. Dan Adkins (DR. STRANGE #169)
9. Jackson Guice (DR. STRANGE #5)
10. Erik Larsen and Al Gordon (DR. STRANGE #4)
11. Michael Golden (DEFENDERS #58)
12. Jack Kirby and Al Milgrom (DEFENDERS #43)

WAM!™ THE NEW MARVEL® FAN CLUB

When MARVEL AGE MAGAZINE assigned me this article it seemed like the perfect match. After all, I was a bona-fide, card carrying member of the MERRY MARVEL MARCHING SOCIETY, MARVELMANIA, and FRIENDS OF OL' MARVEL and darn proud of it. For the uninitiated (or those of you not old enough to have experienced it firsthand) the MMMS, MARVELMANIA, and FOOM were all Marvel fan clubs from the sixties and seventies. It is my privilege, nay, my sacred duty, to announce to Zombies young and old alike, the formation of a bombastic new fan club, WAM!, which stands for Wild Agents of Marvel.

Carol Kalish, our Vice President of New Product Development, elaborates on what prospective members can expect upon joining WAM!. "Each year's membership packet will have a central theme revolving around a major project for that year. The theme for 1991 will be the "Year of the Mutants," and will tie in nicely to the release of X-FORCE and the adjectiveless X-MEN."

Each membership packet will include a 2 pocket portfolio featuring a full-color cover illustration of all the Marvel Mutants. Now, we all know how Marvelites like to write correspondence to all their favorite magazines, and that's why a specially designed pen will accompany the handsomely designed, 8 1/2" x 11" Marvel stationery pads, complete with a three color emblem, for the letter hack in all of us.

And what club would be complete without the patented certificate (suitable for framing) printed in four colors on parchment paper? This handsome certificate will be the pride of dens and reading rooms throughout the world! And just so your wallet won't feel left out there is also a deluxe vinyl membership card which will bear your very own WAM! membership number. The sooner you sign up, the lower your number will be—so sign up now and get in line behind Stan Lee.

Any true Zombie wouldn't want to be caught (un)dead without the exclusive WAM! pin, a high quality enamel print on a brass finish, which rounds out the goodies in your introductory membership packet.

The Fan Club folks have much more in store to insure that you get your money's worth and that this will be a fan club unrivaled. A welcome letter from Stan Lee himself, along with an 8" x 10" mutant theme print will accompany the 1991 membership packet. This limited edition, vibrant five color print will be exclusive to those fanatics signing up in 1991.

But wait—there's more, and it's not a set of ginsu knives! An exclusive to WAM! members will be a quarterly newsletter with in-depth reports on new projects, special activities, and "perks" for Fan Club members. This means that lucky WAM! members will have access to limited availabity merchandise. For example, one of the most exciting items offered the first year will be a high quality watch, complete with leather band, quartz movement, and an engraved X-MEN face. Plans call for a different watch to be produced each year, tying in to each year's particular theme.

Another exciting exclusive for club members will be a commemmorative, two piece cold-cast porcelain sculpture celebrating the 30th anniversary of the Fantastic Four. Renowned sculptor Randy Bowen has been commissioned to do the piece, which will be signed, numbered, and limited to 200. It's available only through this club!

For members around long enough to look back nostalgically on the MMMS, as well as for those who weren't, there will be available a replica edition of the MMMS membership kit, complete with the official flexi-disc recording of the original Marvel Bullpen, entitled Voices of Marvel, which features Stan Lee, Jack Kirby, and many others! Plans are also in the works to reproduce Marvel merchandise from the past which has been unavailable for years (like the flexi-disc recording of the MMMS Theme Song!) unless purchased from collectors at top dollar.

Fan input will play a major role in shaping the look and feel of the club along with determining the special items that WAM! will offer to members in the future. So what are you waiting for? This is one club you don't want to miss out on! Whether you are a seasoned veteran of clubs of yesteryear or a newcomer to the ranks of fandom, this is the club for you!

The best part of all is that you can join right now! All membership kits will be shipped in August, but there's no reason to wait another second! They make a great gift, so order before midnight tonight! Just send a check or money order for $12.95 to:

WAM!
c/o MARVEL COMICS GROUP
387 Park Avenue South
New York, NY 10016

Remember, membership kits will be shipped in August, and they make a great gift for Marvelites of all ages! Order yours before midnight tonight!

—Charles Novinskie

PUNISHER® P.O.V.™

"It's kind of an odd Punisher story." That's how writer Jim Starlin described PUNISHER: P.O.V., a 4-issue bookshelf limited series he is doing with artist Bernie Wrightson, the first issue of which goes on sale at the end of May. The series features fully-painted coloring by Bill Wray. This is the same creative team which produced the popular BATMAN: THE CULT series for DC.

Editor Nel Yomtov said P.O.V. is about "a hippie revolutionary who in the late sixties was convicted and put in prison because of terrorist activity. Our story begins on the day of his release. His name is Deke, and he is the son of a nasty industrialist. As soon as Deke gets out, he goes back to his old ways; he begins experimenting with bombs. Deke and a friend are fooling around with a bomb when it goes off. Deke's friend dies, and Deke goes into hiding in a sewer.

"As Deke passes beneath his father's factory, a giant glop of garbage drops down on him from above. The garbage comes from irradiated chemicals. Deke mutates into a horrific creature and he goes on a killing spree. To sustain himself, he needs blood.

"Meanwhile, there's this psychotic nut going around," Nel continued, "who fancies himself a vampire killer. His name is Chester, and he has these hallucinations that he's hunting down monsters. All these murders have the authorities confused—they think it's the work of one person. They think it's Deke—they don't know about the other guy. Nick Fury and the Kingpin get involved, and the chase is on to nail Deke."

Only Deke may not prove so easy to nail. Nel stressed that, in his new horrific state, "Deke is indestructible. Nothing can kill this guy!"

For Jim Starlin, P.O.V. offered the opportunity to work with his good friend and neighbor,Bernie Wrightson. Jim said he always enjoys working with his long-time collaborator. "Bernie and I get along just fine." The colorist for P.O.V. is Bill Wray, who also colored THE CULT series for DC, and is a favorite colorist of Bernie's.

P.O.V. is only one of two PUNISHER special projects that editor Nel is working on. The other is a hardcover graphic novel by Alan Grant and Cam Kennedy that will be out this Christmas. (This is not to be confused with the long-awaited PUNISHER: RULES OF THE GAME hardcover by Jim Lee and Gregory Wright!)

Nel had high praise for his P.O.V. creative team, saying that Jim and Bernie had always been two of his favorite comics creators, as well as being solid professionals. Bernie will be using a variety of different art styles, depending on the mood of the scene. Nel noted that Bernie's work ranges from "heavy blacks, really moody, murky stuff . . . to an almost coloring book style." Bernie's art style will be switching to match the Point of View of whichever character has taken center stage at that time. Nel also singled out the contribution of colorist Bill Wray, saying "this is the best stuff Bill has done, bar none."

Jim noted that P.O.V. is mostly about "monsters and mobsters." The title refers to the fact that throughout the four issues, everything is seen through different people's points of view. "The guy in Queens sees everything in a delirious state—he switches back and forth between reality. The Punisher's point of view is very black and white—there are no shades of gray. After his accident, Deke has his own perspective on things."

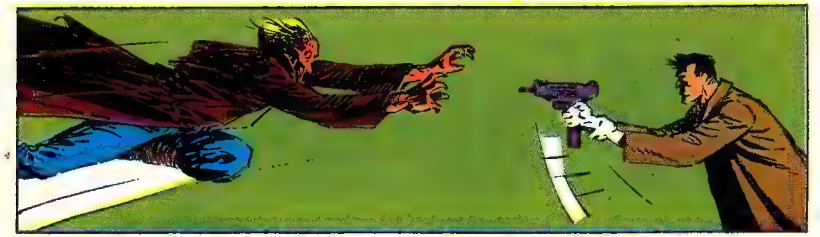
Nel Yomtov said P.O.V. is different from your typical Punisher tale in that it contains elements of both crime and horror. "It crosses both lines. It's a suspense drama, but with Bernie's touch, we've got the horror aspects in there as well." Nel added that "the characters are very strong. There's a lot of humor . . . and plenty of slam-bang action, as well! There's certainly no shortage of that. There are a couple of really incredible confrontations between the Punisher and Deke."

Jim has a slightly different perspective on the series. He sees it as a straight horror story. As Jim put it, "There's definitely a lot of stuff in there that will make people sick."

But will PUNISHER: P.O.V. have a lot of action? As Jim put it, "Someone once told me the two rules of writing the Punisher. If the Punisher appears in the same panel as another person, he should shoot the person. If an object appears in the same panel as the Punisher, he should blow that object up!"

Sounds like Jim's got all the rules down! But will P.O.V. be the most action-packed Punisher story of them all? Guess it all depends on your Point of View.

—Barry Dutter



PUNISHER® P.O.V.™ PREVIEW

And now for a special preview of Jim Starlin and Bernie Wrightson's frightening PUNISHER: P.O.V.

A TOWERING STEEL AND GLASS MONUMENT DEDICATED TO CAPITALIST GREED.

INSIDE, FAT CATS LIVING OFF OF THE SWEAT AND TOIL OF THE OPPRESSED MASSES.

IT'S BEEN A LONG TIME SINCE THEY WERE SHOOK UP GOOD

TIME TO LET THEM KNOW DEKE AND ZONKERS ARE BACK.

START WITH CHARLES BAKER, PRESIDENT OF GOTHAM FEDERAL.

BZZZZZT!

SORRY, MR. BAKER. I HAVE A GENTLEMAN ON THE PHONE, INSISTING ON TALKING TO YOU. HE WON'T GIVE HIS NAME.

ON MY PRIVATE LINE? VERY WELL, I'LL TAKE IT.

HELLO. HOW CAN I HELP YOU?

YOU CAN START BY GIVING ME $100,000.

IF WE'RE TALKING ABOUT A LOAN, I CAN--

I SAID GIVE.

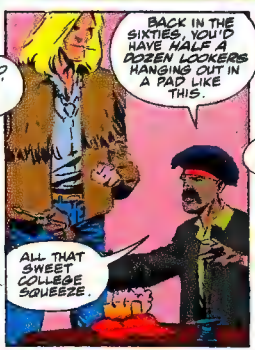
WHY SHOULD I GIVE YOU--

BECAUSE THERE'S A BOMB.

A BOMB?

WE SURE DIDN'T HAVE NO SAFE-HOUSES LIKE THIS BACK IN THE OLD DAYS.
NO, BUT THOSE PLACES ALWAYS HAD A LOTTA TAIL AROUND.
KNOW WHAT I MEAN?

YEAH, BEEN TAKIN' THE SITUATION IN HAND FOR THE PAST 15 YEARS.
GOTTA DO SOMETHIN' ABOUT THAT.


BACK IN THE SIXTIES, YOU'D HAVE HALF A DOZEN LOOKERS HANGING OUT IN A PAD LIKE THIS.
ALL THAT SWEET COLLEGE SQUEEZE.

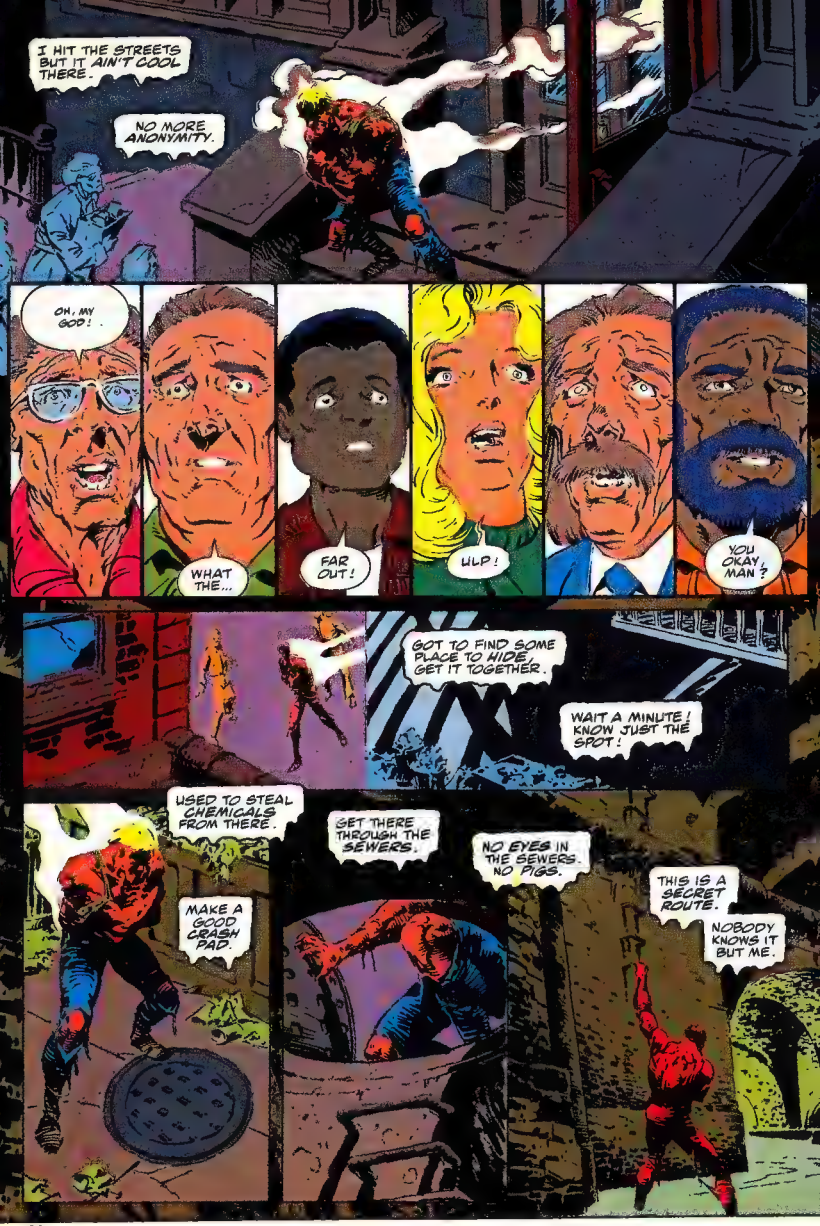
YEAH, LIBERAL ARTS MAJORS. GOING-TO-CHANGE-THE-WORLD GALS.
REMEMBER SUZY ACID?

SURE DO. ALWAYS TALK-ING ABOUT TABBING THE PENTAGON WATER SUPPLY.
CRAZY BROAD.

GREAT LEGS, THOUGH.
THEN SHE WAS GOING TO ZAP NIXON WITH HER PSYCHIC EMANATIONS.

SHE'D SIT FOR HOURS IN THE NUDE, CHANTING.
YEAH, NICE BOD.
WONDER WHAT EVER HAPPENED TO HER?

KA-BOOM
LOTS OF PAIN.
ZONKS MUSTA SCREWED UP.
ZONKERS?
YOU OKAY?
ZONK?
OH, MAN... OH, MAN...
NO...
C'MON, DUDE...
GOTTA... GET OUT... OF THIS PLACE...


I HIT THE STREETS BUT IT AIN'T COOL THERE.
NO MORE ANONYMITY.
OH, MY GOD!
WHAT THE...
FAR OUT!
HELP!
YOU OKAY, MAN?
GOT TO FIND SOME PLACE TO HIDE. GET IT TOGETHER.
WAIT A MINUTE! I KNOW JUST THE SPOT!
USED TO STEAL CHEMICALS FROM THERE.
MAKE A GOOD CRASH PAD.
GET THERE THROUGH THE SEWERS.
NO EYES IN THE SEWERS. NO PIGS.
THIS IS A SECRET ROUTE.
NOBODY KNOWS IT BUT ME.

THE SOLDIER RETURNED FROM THE WARS, HOPING AT LONG LAST TO FIND A LITTLE PEACE.
HE TOOK HIS WIFE AND CHILD OUT FOR A SIMPLE PICNIC.
BUT HE CHOSE THE WRONG SPOT AND TIME FOR THIS OUTING AND SAW SOMETHING HE SHOULDN'T HAVE.
THE DOPE DEALERS' BULLETS CUT HIM AND HIS FAMILY DOWN.
AND AN AVENGING PHOENIX ROSE FROM THE ASHES
HE IS A HUNTER. SOME SAY HE HAS A DEATH WISH.
I'm more than happy to oblige them.
It's the big money they make dealing drugs: they'd rather die than give it up.
I FEEL IT COMING ON ME AT NIGHT.
IT COMES ON STRONG.
For the rest of this horrific adventure, check out PUNISHER: P.O.V., coming soon to a comic shop near you!

THE MARVEL AGE OF COMICS 1984 PART ONE

You'd be reading the adventures of your favorite Marvel Super Heroes, when suddenly, they'd disappear! Where had they gone?

The answer was found in the biggest event of 1984 Marvel Comics: MARVEL SUPER HEROES SECRET WARS! This tale of Marvel's greatest heroes and villains transported to a remote Battleworld by the mysterious Beyonder made comics sales history. The industry was literally transformed by the limited series, which not only brought Marvel's most popular characters together, but built on their continuity and changed their lives to boot!

In the 1984 episodes, writer Jim Shooter and artist Mike Zeck introduced the new black costume for Spider-Man, separated the Thing from Alicia Masters to meet a new love, and introduced the new Spider-Woman! It seemed anything could happen in the SECRET WARS—including romance for the Human Torch, death for the Wasp, new danger from the Molecule Man, and a battle between Dr. Doom and Galactus!

In their own series, however, the heroes involved in SECRET WARS weren't exactly on sabbatical. AMAZING SPIDER-MAN was handled in '84 by two topnotch teams: Roger Stern/John Romita Jr. and Tom DeFalco/Ron Frenz. While the Saga of the Alien Costume (now collected in its own trade paperback) took center stage, the year was also memorable for introducing the Rose and the Puma, deepening the mystery of the Hobgoblin, and the relationship of Peter and Mary Jane. We read one of Marvel's most touching stories ever, "The Kid Who Collected Spider-Man"—and in the ANNUAL, we attended the marriage of J. Jonah Jameson (but so did the Scorpion!).

The classic Lee/Ditko tales of Spidey were rhapsodically represented in MARVEL TALES, while MARVEL TEAM-UP paired the Web-Head with even more heroes than he met in SECRET WARS! After a truly bizarre team-up of Aunt May and Franklin Richards (picture a super-powered May Parker battling as the Golden Oldie), Spider-Man battled alongside Sandman, Nick Fury, Black Widow, Daredevil, Captain Marvel, Starfox, Moon Knight, Iron Man, Nomad, the Human Torch, Thor, and (in the TEAM-UP ANNUAL) Alpha Flight!

The aforementioned Aunt May adventure was the result of Assistant Editors' Month, when Marvel's staff editors went into conference for a month and left the January 1984 issues in the hands of their "underlings." The results were strange and varied, including the appearance by the Avengers on the David Letterman show, and an issue of PETER PARKER drawn by MARVEL AGE MAGAZINE's own Fred Hembeck! The rocky road of love between Peter and the Black Cat was chronicled in the pages of PETER PARKER. And if your own romances included the Kingpin, Silvermane, Cloak and Dagger, and the Answer, would you have fared any better? At least Felicia could enjoy a solo tale in the PETER PARKER ANNUAL, which also presented the untold history of May Parker's youth!

Also involved in the SECRET WARS were the Avengers, who made their own history in '84 with the WEST COAST AVENGERS limited series, uniting Hawkeye and his merry band against menaces ranging from Graviton to the Blank. For the main team, meanwhile, it was the year of bailing out old and new friends: assisting Jessica Drew against Morgan Le Fay, aiding Rom against the Dire Wraiths, helping the Eternals against the Maelstrom, and in a crossover with a certain Asgardian-based book, helping Thor against the legions of Surtur!

The battle against Surtur was THOR's highlight for 1984, though Beta Ray Bill, Malekith the Dark Elf, and the bewitching Lorelei might disagree! Walt Simonson's suspenseful stories and amazing art made the Thunder God's book one of the must-reads of the year, as he shone new light on Odin, Balder, and the stunning Sif! Those eager for more Asgardian insights could glom the THOR ANNUAL, introducing Thor's half-brother Vidar, and the one-shot reprint TALES OF ASGARD!

Also aiding Thor against Surtur's minions were the FANTASTIC FOUR — as if they didn't have problems enough of their own! She-Hulk replaced the Thing after Ben Grimm elected to stay on Battleworld after the close of the SECRET WARS. The Inhumans guested in the FF ANNUAL (and the AVENGERS ANNUAL, for that matter). Thanks to writer/artist John Byrne, however, it was really the year of Reed Richards! Reed endured trial by the Empress Lilandra, made contact with a new side of the Mole Man, defeated Terminus, and searched his own memories when he came face-to-face with his long missing father!

Byrne also recorded the exploits of "Rocky Grimm, Space Ranger" in the pages of THE THING. Haunted by the beauty of the mysterious Tariana, Ben remained on the Beyonder's Battleworld, and discovered new sides of his personality in the isolation of space — not to mention the peril of Annihilus!

Another hero on the road of self-discovery was Tony Stark — while Jim Rhodes wore the armor of IRON MAN! Rhodey tussled with Vibro, the Wizard, and other threats, but Tony's was the grimmer challenge, as he sank into the depths of alcoholism and clawed his way back to new success in Silicon Valley. Scripter Dennis O'Neil refused to portray Tony's alcoholism as a problem that could be solved in one issue, and the struggle ultimately made Tony a better man.

THE INCREDIBLE HULK also fought a battle against himself, when he lost Bruce Banner's intelligence through the machinations of the nefarious Nightmare! Neither Rom, SHIELD, Power-Man, Iron Fist, Spider-Man or the Avengers could contain the fury of the Hulk any longer, and so, in an epic 300th issue, the reluctant Dr. Strange sent Greenskin to an interdimensional crossroads, whence he could menace the Earth no more.

CAPTAIN AMERICA's 300th issue contained another spectacular, as writer J. Marc DeMatteis concocted the ultimate battle between Cap and the Red Skull. As Baron Zemo and Mother Superior menaced Steve Rogers' friends, a dying Cap raged against a dying Skull in the epic climax of a year-long saga. And while Cap enjoyed no annual this year, his Jim Steranko exploits from a generation before were repackaged in the CAPTAIN AMERICA SPECIAL EDITION.

Annuals gave the X-MEN, on the other hand, a chance to be light and carefree: the Impossible Man sent the merry mutants on a wild scavenger hunt, and Illyana spun an even wilder tale of "Lockheed and her pet girl, Kitty." It was a tough year for Kitty, who suffered rejection from Colossus and advances from Caliban. It was a tougher year for Rogue, though, who joined the team even though they mistrusted her. Storm and Forge battled the Dire Wraiths, while a startling new character burst on the scene: a mysterious woman named Rachel!

Next month, we'll cover the heroes who weren't invited to the SECRET WARS — but we love 'em anyway!

—Brian Nelson

MARVEL® COMICS PRICE GUIDE

1984 may have been the year of the SECRET WARS, but it should be no secret how to catch up on all this senses-shattering Marvel history! Here's how much your local comics specialty shop will deflate your wallet for the titanic titles covered this month. Our perennial source is Robert Overstreet's THE COMIC BOOK PRICE GUIDE #20. Remember: this is only a guide. Actual prices may vary, and should be lower for copies in fair or poor condition.

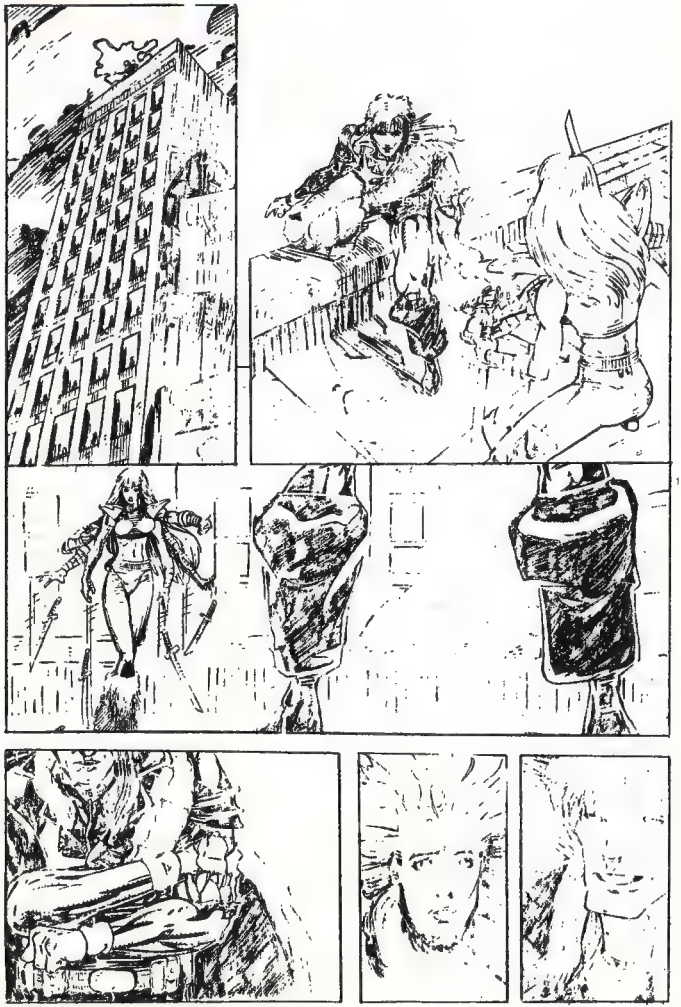
	CONDITION		
	Good	Fine	Mint
■ **AMAZING SPIDER-MAN**			
248-250, 255-259	.30	.95	1.90
251 (last of old costume)	.75	2.20	4.40
252 (new costume)	1.05	3.15	6.30
253 (debut the Rose)	.60	1.85	3.70
254, ANNUAL 18	.40	1.20	2.40
■ **AVENGERS**			
239-250		.60	1.20
ANNUAL 12, 13	.25	.75	1.50
■ **CAPTAIN AMERICA**			
289-300	.30	.90	1.80
■ **CAPTAIN AMERICA SPECIAL EDITION**			
1-2	.40	1.20	2.50
■ **FANTASTIC FOUR**			
262-273	.35	1.05	2.10
ANNUAL 18	.40	1.15	2.30
■ **INCREDIBLE HULK**			
291-299, 301-302		.60	1.20
300 (double-size)	.35	1.00	2.00
ANNUAL 18	.25	.75	1.50
■ **IRON MAN**			
178-189	.25	.75	1.50
ANNUAL 7	.35	1.00	2.00
■ **MARVEL SUPER HEROES: SECRET WARS**			
1	.60	1.75	3.50
2-8	.35	1.00	2.00
■ **MARVEL TALES**			
159-170		.50	1.00
■ **MARVEL TEAM-UP**			
137-148		.40	.80
ANNUAL 7	.25	.75	1.50
■ **PETER PARKER, THE SPECTACULAR SPIDER-MAN**			
86-97, ANNUAL 4	.25	.80	1.60
■ **TALES OF ASGARD**			
Vol. 2, 1		.40	.80
■ **THOR**			
339-340	.25	.75	1.50
341-350		.50	1.00
ANNUAL 12	.50	1.50	3.00
■ **WEST COAST AVENGERS (Limited Series)**			
1	1.15	3.50	7.00
2-4	.75	2.25	4.50
■ **X-MEN**			
177-185	.45	1.30	2.60
186 (Barry Smith/Austin)	.60	1.75	3.50
187-188, ANNUAL 7, 8	.40	1.25	2.50

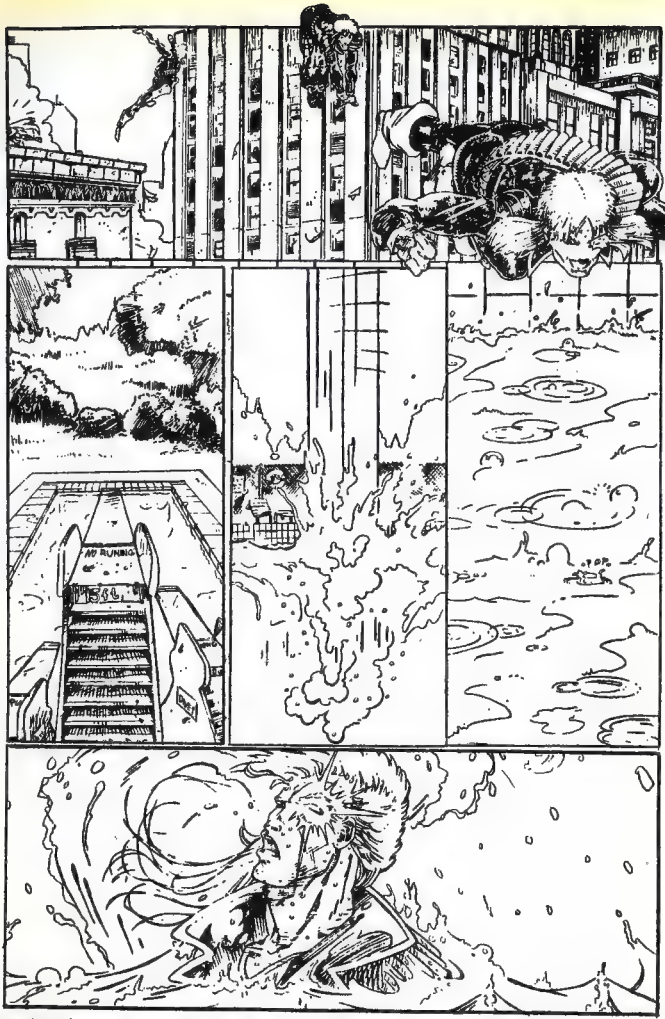
NEW TALENT DEPARTMENT: TOMM COKER

One of our oldest and most popular features here at MARVEL AGE MAGAZINE is our New Talent Department. We're proud that we're able to offer the critiques of some of our great artists to up and coming hopefuls. Over the years, some of our New Talent Alumni have gone on to become working professionals in the comics industry. Let's hope that this month's inductee, Tomm Coker of Sacto, California, has that kind of good fortune. He certainly has the talent.

Tomm's work features the characters of Longshot and Spiral. He prefers drawing mutant characters, and it's obvious that he enjoys his work. We took his sample to John Romita, Marvel's very own Art Director, who offered these words.

"The first thing we see in Tomm's work is technique and mood. These assets





will be important when he has worked out his problems."

"His problems are mostly related to clarity and sequence. It's difficult to see what or where elements are in relation to each other (such as the pool scene), or what is happening."

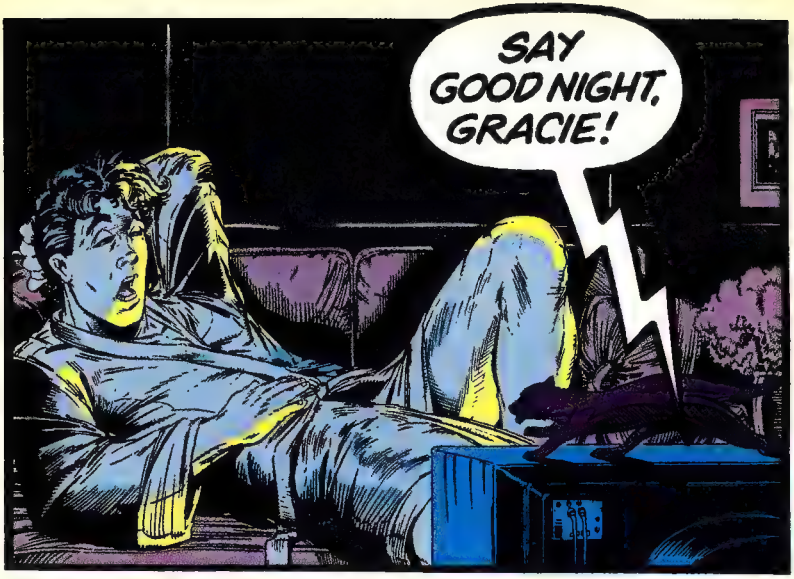
"I think Tomm 'cares' and 'feels' enough, but should work on foundational composition with clear continuity in mind."

Well, there we have it. It just goes to show you that just because you can beautifully render a particular set of characters doesn't mean you don't have more to learn. Tomm should be pleased, though. It isn't every day you get critiqued by a living legend like "Jazzy" John. MARVEL AGE MAGAZINE hopes that any aspiring artists reading this column can learn from the comments of our art staff, good or bad. So take heart, and keep practicing!

Finally, if you or someone you know would like to send art for use in our New Talent Department, we suggest you first send for your free Marvel Submissions Guidelines, which contains a plethora of helpful hints.

Just send a self addressed, stamped envelope to:

Submissions Editor
c/o Marvel Comics Group
387 Park Avenue South
New York, NY 10016



Send your letters to: MARVEL AGE MAGAZINE, c/o Marvel Entertainment Group, Inc., 387 Park Avenue South, New York, NY 10016

Attention correspondents:
All letters to be considered for publication must include your name and address though we will gladly withhold that info by request!

This month's radio-inspired letter column comes to us from Greg Austin from Salt Lake City, Utah, and you know, it reminds us of our cousin who's reading a book now with so many people in it that he can't keep track of the story. The title of the book is the MANHATTAN TELEPHONE DIRECTORY. Thanks for the excuse to cram in an old joke, Greg.

If any of the rest of you have excuses for old jokes, don't forget that we need a brand new title for this column every single month. So send them on in (we need the eggs!)! If we use one of your ideas, we'll even thank you right here in front of everybody. Hey, if that doesn't make you the envy of the boys down at the Rotary Club, we don't know what will.

Dear MARVEL AGE MAGAZINE,

I'm writing to you because I fear that within a matter of months the NEW MUTANTS will stop being published. Issue #98 is entitled "The Beginning of the End, Part One." Is this just a title, or a subtle hint that #100 will be the final issue? Please tell me that this is just a vicious rumor being circulated to sell more copies of an already incredibly popular comic (not that anyone at Marvel would do such a thing).

If it's not a rumor, what will happen to everyone? Rictor is on his way to Genosha now, Boom-Boom will probably go back to X-Factor, and Cable might run off with Dominoto to fight crime in some dirty, smelly, overpopulated, rat-infested city. What is Sam supposed to do? Go back to Kentucky and support his mom and sister as a miner like he used to do? Your guess is as good as mine, if not better.

One more thing: I've been drawing for five years now, and people consider me pretty good. I want to get some art training, but everyone says, "Thirteen? Contact me in about three years, sonny" without even looking at my work. I'm sure that there are more young artists out there who have the same problem that I do, and maybe even some pros who used to. What do I do besides practice, practice, practice? Please help me become better than "pretty good" because I'll settle for nothing less than *Marvel*ous.

Until the Blob gets a date with Jenny Craig, Make Mine Marvel!

Adam "Apple" Martin
300-B Price Way
San Clemente, CA 92672

A whole slew of changes is in store for Marvel's merry mutants, Adam. And we're sorry to say, they do include the cancellation of THE NEW MUTANTS with issue #100. You see, now that the characters who make up the New Mutants team have been around for a while and gathered a whole mess of mighty impressive experience, they simply can't be considered "new" mutants anymore.

But wait—don't go looking for any rolling heads just yet! The fact that the NEW MUTANTS is ending doesn't mean you won't be seeing Sam, Boom-Boom, and the rest anymore. The line-up of characters in *all* our mutant titles will soon be going through some changes, and some of the ex-New Mutants will be popping up elsewhere. In fact, there are a couple of brand-new series waiting in the wings, like the new X-FORCE and X-MEN titles, both on their way to your local comic shop! So, keep your eyes peeled for more developments in the Official Marvel Zombie Magazine, because next issue we'll be featuring details on the new X-FORCE book and issue #104 will go in-depth on X-MEN,

with a special Jim Lee interview, to boot!

As for your second question, there are indeed options that you can look into if you're serious about a career in art. Many high schools offer a variety of art courses, and some cities have schools (like New York City's High School of Art and Design) that offer extensive training in such things. You might want to see what's available in your area.

In the meantime, the help you're looking for could be as close as your local library. Check to see if they have any instructional books on anatomy or life drawing (or any other form of art that you're interested in) that you can use to help further your ability on your own. Good luck, and keep at it!

Dear Marvel Dudes,

What's up? I love reading all of your comics, but my favorites are SPIDER-MAN, NAMOR, GHOST RIDER, and MARVEL AGE MAGAZINE. I've got a few questions:

1) Why was the Beast called a mutant when all he had were big feet?

2) This is the ultimate question: Why do super heroes wear their underwear on the outside?

Jeremiah Farmer
3416 Brendan Ave.
Baltimore, MD 21213

Well, Jeremiah, before the Beast turned blue and furry, he may have just had big feet (and hands, for that matter), but it's what he could *do* with those big feet that made him unique. His superhuman agility and acrobatic skills made him a man to be reckoned with, allowing him to do such things as running up nearly sheer walls and balancing on one finger. He may not have looked as impressive visually, but even so, how many guys do you know can not only design a sophisticated piece of machinery but also reassemble it with their toes?

Turning to your second question, it doesn't seem so strange that super heroes wear their underwear on the outside. Many of our most revered rock and roll performers, for example, claim that their fashions were directly inspired by the Marvel Super Hero "look." And what about spandex, the preferred garb of many a professional wrestler? In any event, perhaps the most direct answer to your question, "Why do super heroes wear their underwear on the outside?" is "Because they can!"

Pull up those deck chairs and pass the cocoa butter, 'cause here comes that sunny yellow background that announces our LETTER OF THE MONTH! That's right, we've sifted through our multitudinous mountains of mail and chosen one we think will be of particular interest to the rampaging hordes of Marveldom. And here it is, in a banana colored place of honor, a color that is particularly appropriate this time around, since our Letter of the Month is all about a kind of banana —namely, the second bananas!

The Beast: Before . . . *. . . and after!*

Dear MARVEL AGE MAGAZINE,

While flipping through pages (both past and present) of some of your various comics titles, it became evident to us that your Marvel Universe is overcrowded to the point that we must lay out $3.95 a month just to figure out who's who.

We feel that Larry Hama, writer of G.I. JOE, has the right idea: kill people off to make Marvel a "leaner, meaner team." For example, there really should be two new Scourges, one for the heroes and one for the villains, or a massive crossover limited series in which a large population of the "super" characters die.

Look, there are characters like Blue Shield, Modam, Eel, Isaac, etc. (and you pay $3.95 to find out information about characters you don't even care about) who are still running around wasting space. It's stupid to think that a universe so crowded with so many powerful characters doesn't erupt into total anarchy, especially with the god-like characters. There are too many would-be conquerors to assume that there is much peace on the planet at all. In reality, Earth would be in a constant state of war and anarchy, since a character like Thor would be more powerful than a nuclear weapon.

In short, kill off some characters, possibly the ones who are getting too old. When the comic series ends, so should the characters' lives (Squadron Supreme). Unfortunately, this doesn't happen (Power Pack). Instead, the characters linger in limbo until they are needed for a cameo or a guest appearance (or in the case of a super-villain, punching bag duty).

Until Bucky rises from the grave (and then I quit!), Make mine Marvel!

David Wu
Tim Best
125 Glenoak Road
Wilmington, DE 19805

Don't worry, guys. Bucky isn't rising from the grave, at least not this month.

All kidding aside, while we do respect your opinion, we have to disagree with it. It wasn't all that long ago that Mark Gruenwald, the guy who created Scourge, wrote about his second thoughts in the pages of this very magazine. Mark's point was that even when you don't like the way a particular character was handled in the past, you still never know what a new creative team with a fresh approach might be able to

do with him or her.

Imagine for a moment what would happen if Marvel used the kinds of principles you're suggesting. Just off the tops of our heads, there wouldn't be any X-Men today (or New Mutants or X-Factor, for that matter), because Professor X and the original X-Men would have been killed off when their series was canceled in the late sixties!

Remember, one person's character you don't care about could be another's future superstar. Would anyone have predicted that this Wolverine guy who appeared in a two-part HULK story would become a success years later after he was brought back in GIANT-SIZE X-MEN #1? Similarly, it took an awful lot of guest appearances in AMAZING SPIDER-MAN and DAREDEVIL before the Punisher became popular enough for even a limited series of his own.

So you might want to hold off a bit before passing judgment on characters you don't like. Obviously, we don't mean to say that you're always going to like every character eventually, but you never know what lies around the corner.

Dear Punisher,

What is it like to be a super hero? Is it fun or not? I heard all about you in your comic book, like when you fight Mr. Kingpin. I know your real name is Frank Castle. Your first appearance was in AMAZING SPIDER-MAN. I hope you write back.

Alex Delnedico
40 North Harbor
Branford, CT 06405

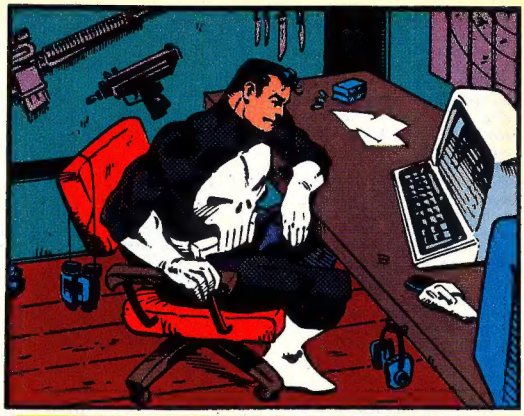
Dear Alex,

Yes, it is fun being a super hero, even though it is very dangerous. I'm glad you like reading my comic books, and I hope you write again soon.

Stay out of trouble.

The Punisher
(Address withheld by request)

Well, as usual, it looks like the Punisher has set a good example for the rest of us to follow. If a busy guy like Frank Castle can pause from his hectic schedule of blowing away two-bit thugs (or monsters, as in his upcoming P.O.V. limited series) and write a quick letter, don't you think that everyone else out there could drop a line or two to our new batch of MARVEL CORRESPONDENTS? They may not be obsessive-compulsive vigilantes, but we bet they're fun folks who'd be glad to hear from you anyway!



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If you'd like to be listed in this space yourself, simply send your name, address, age and the titles of your three favorite Marvel comics to Marvel Correspondents at the address 'way up at the top of this letter column. And don't forget to line the envelope with kevlar, just in case!

Jim Woodshank
1831 La Harpe
LaSalle, IL 61301
Age: 18
Favorites: AVENGERS WEST COAST, SILVER SURFER, GHOST RIDER

Marc Watts
736 Colleton Rd-B
Columbia, SC 29203
Age: 25
Favorites: AVENGERS, FANTASTIC FOUR, WEST COAST AVENGERS

Eric Sproul
419 Glen Avenue
Staunton, VA 24401
Age: 14
Favorites: AMAZING SPIDER-MAN, WEB OF SPIDER-MAN

Joanne Plisco
68 Clark Street
Iselin, NJ 08830
Age: 12
Favorites: SILVER SURFER, NEW MUTANTS, X-MEN

Matthew Jent
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Age: 9
Favorites: ALPHA FLIGHT, X-TERMINATORS, EXCALIBUR

Mark Egan
3020 Meyers Ct.
Maplewood, MN 55109
Age: 15
Favorites: X-FACTOR, X-MEN, EXCALIBUR

Eckerlein Guillaume
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Sceaus, FRANCE
Age: 15
Favorites: X-FACTOR, X-MEN, DAREDEVIL

Mark Sullivan
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Arlington, MA 02174
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Hoa Vu
4819 Blondo Street
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THE 1991 MARVEL AGE® CALENDAR

MAY

WRITER: MIKE LACKEY
ARTIST: RON ZALME
COLORIST: R. WITTERSTAETTER

STAN??! IT'S FORBIE!-- YOU GOTTA DO SOMETHING ABOUT JONES! HE'S RUINING EVERYTHING! HE PUTS HIMSELF IN EVERY PANEL! HE'S A BIG JERK!
30
BLAH BLAH-- YAKKITY BLAH... BLAH
SIGH
SO THEN I SAID TO THANOS...

WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
HA!
MAYDAY!!
HAPPY B-DAY TO LEE ANN TAYLOR!
IT'S MANAGING EDITOR GLENN HERDLING'S B-DAY!
I'M ON A STRICT DIET OF SLIM-FAST AND HOT DOGS!
HAPPY BIRTHDAY TO DAVIDE SHARPE AND DARREN AUCK!
3
4
EVEN THOUGH SHE'S DEAD, IT'S STILL CRAZY 8 'S B-DAY!
DOC SAMSON... DOES HE OR DOESN'T HE?
9
ONLY MY STYLIST KNOWS.
OKAY, SAND-MAN! TIME FOR SOME MAY-HEM!
10
11
HEY--HOWCUM DORMAMMU CAN'T WEAR A HAT?
15
14
16
HAPPY BIRTHDAY TO MANAGING ART DIRECTOR STEVE GEIGER!
12
1...2...3...
HE'S A GEIGER-COUNTER --GET IT?
HAPPY BIRTHDAY TO ALAN KUPPERBERG!
HI.
Q: WHICH X-MAN ALWAYS WRITES BAD CHECKS?
22
A: FORGE!
$5000? NAH-- $10,000!
23
HAPPY BIRTHDAY TO MANAGING EDITOR EVAN SKOLNICK & REPRO DEPT'S AL BENSEW!
24
WHERE'S THE CAKE?
BURP!
THAT POPSICLE LOOKS GOOD! WHAT FLAVOR IS IT?
25
MANDARIN ORANGE!
IT'S JIM SALICRUP'S BIRTHDAY!
SEND ME A CARD--
29
HEY, HAVE A HAPPY
--SO I CAN READ IT ALOUD!
WHAT DID DR. STRANGE DO THE NIGHT HE LOST HIS EYE?
30
DON'T SAY IT!
HE HAD A BLIND DATE!
HOO-HA-HEE-HO-HO
31
ZAP!
I'M TOADILLY EMBARRASSED!